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WHY THE FORCE ISN'T ALWAYS WITH YOU!

COMING SOON
WHAT NOT TO MISS IN 2012!



STAR WARS

INSIDER



VOICE OF THE CLONES
DEE BRADLEY BAKER
ON BEING AN

**ARMY
OF ONE!**

TALES FROM THE
DARK SIDE!

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OF DARTH
PLAGUEIS
REVEALED

**POWERFUL
FRIENDS!**

**MEET THE CHARACTERS OF
STAR WARS: THE OLD REPUBLIC**



ISSUE 135
JANUARY 2012
US \$7.99 CAN \$1.99

STAR WARS

INSIDER

148 PAGE COLLECTOR'S EDITION

FEATURING: MARK HAMILL • CARRIE FISHER
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write to us:

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Star Wars Insider, Titan Magazines,
1205 Santa Monica Blvd. #1-214, West
Hollywood, CA 90046-5977 USA

UNITED KINGDOM
Star Wars Insider, 144 Southwark Street,
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"A weapon they are. Obey orders without question for good or ill. For now they fight for us. Who is to say what the future holds?"—Yoda on the clones, "Honor Bound", *Star Wars Tales 22*

Yoda didn't predict the terrible events of *Revenge of the Sith*, as the clones turned on their Jedi generals in perhaps the most tragic, shocking sequence in the *Star Wars* saga. Neither did he predict that the Jedi would become so fond of the soldiers under their command as the clones developed distinctive personalities. It's something *Star Wars: The Clone Wars* has been careful to show: that these clones are unique individuals. It makes the execution of Order 66 all the more powerful and even more disturbing.

I was lucky enough to interview Dee Bradley Baker, who voices the clones, for this issue. Like the rest of the cast and crew, he has a true love and passion for *Star Wars* that really reflects in his work on the show. At the time of writing, "Darkness on Umbara" has just aired and it's already my favorite episode of the entire series (sorry "Landing at Point Rain," you're a very close second now!), and a lot of that is thanks to Dee's careful characterization of the clone troopers. Even after rewatching Episode III, I still can't quite believe what happens next.

May the Force be with you all,

Jonathan Wilkins

Jonathan Wilkins,
Editor

STAR WARS

JANUARY 2012

Contact Us (U.S.) *Star Wars Insider*,
Titan Magazines, 1205 Santa Monica Blvd.,
#1-214, West Hollywood, CA 90046-5977, U.S.A.

Contact Us (U.K.) *Star Wars Insider*,
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EDITORIAL

Editor Jonathan Wilkins
Blaster Editor Neil Edwards
Senior Editor Martin Eden
Art Editor Oz Browne
Editorial Assistant Tom Williams

LUCASFILM

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Executive Editor J.W. Rinzler
Fan Relations Advisor Steve Sansweet
Art Director Troy Aders
Bartha Tracks Mary Franklin
Director of Publishing Carol Roeder

CONTRIBUTORS

Daniel Wallace, Leland Y. Chee,
Chris Spibley, Calum Waddell, Jason Fry,
James Burns, Mark Newbold

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& Mark Pearson
Production Controller Bob Kelly
Art Director Oz Browne
Studio Manager Selina Juneja
Senior Circulation Executive Steve Tohill
Web Marketing Officer Kevin Gill
Marketing Manager Ricky Claydon
Advertising Manager Michelle Fairbank
Advertising Assistant Helen J. Youngs
Publishing Manager Darryl Tohill
Publishing Director Chris Teather
Operations Director Leigh Baulch
Executive Director Vivian Cheung
Publisher Nick Landau

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DOCKING BAY

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COVER STORY!

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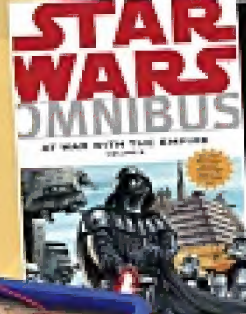
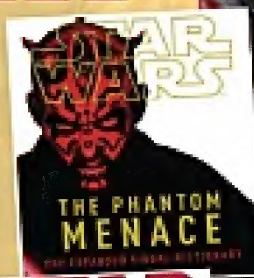
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LAUNCH

STAR WARS: THE CLONE WARS

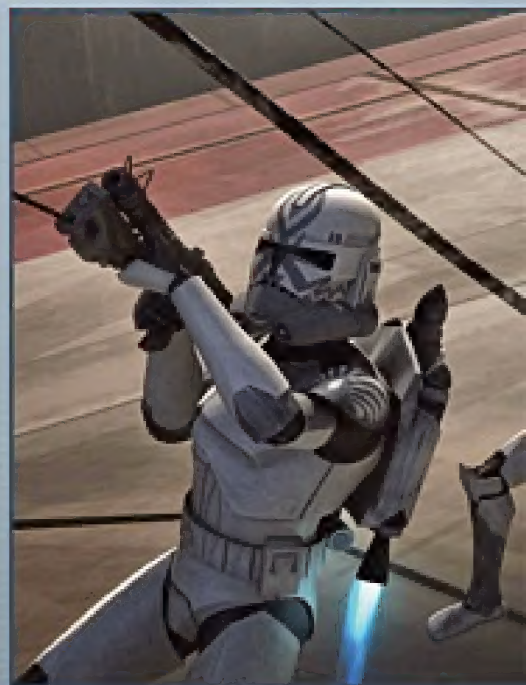
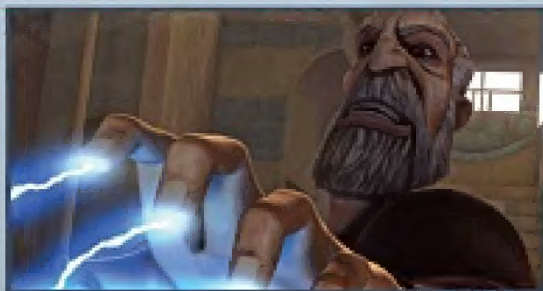
"ESCAPE FROM KADAVO"

AIRDATE: JANUARY 6

DIRECTED BY DANNY KELLER

WRITTEN BY HENRY GILROY

Anakin, Ahsoka, and Obi-Wan fight to liberate slaves from Separatist control. Can they defeat Count Dooku? Look out for: A chilling cameo from Darth Sidious.



"A FRIEND IN NEED"

AIRDATE: JANUARY 13

DIRECTED BY DAVE FILONI

WRITTEN BY CHRISTIAN TAYLOR

Separatist Lux Bonteri, last seen in Season Three's "Heroes on Both Sides," renounces Dooku and the Separatists, but where do his loyalties lie now? Look out for: The return of Deathwatch!

FORTHCOMING EPISODES:

"DECEPTION"

"FRIENDS AND ENEMIES"

"THE BOX"

"CRISIS ON NABOO"

"MASSACRE"

"BOUNTY"

"BROTHERS"

"REVENGE"



P A D



PAGE 14

See Bradley Baker talks from the frontline, in conversations with a clone
TROOPER!

PAGE 38

How Luke Skywalker saved the galaxy and redeemed his father, by ignoring the
JEDI!



**PLUS: 22. DARTH PLAGUEIS // 32. ART WARS
// 44. LEGO MINILAND //
54. KEITH KELLOGG // 62. THE OLD REPUBLIC**

CONTINUES!



EWAN'S JEDI TRAINING REVEALED!

Regular readers of *Insider* will recall our recent story about former Oasis guitarist Noel Gallagher's love of the *Star Wars* saga. But it doesn't end there.

In a recent interview, he said that Ewan McGregor celebrated getting the part of Obi-Wan Kenobi in the *Star Wars* prequels by having a lightsaber fight with Noel at his house!

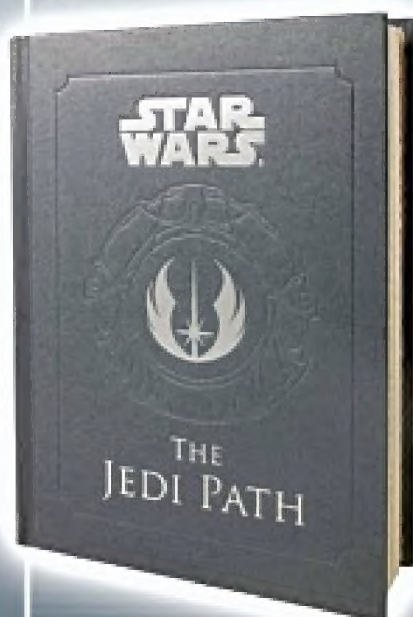
Noel explained, "Ewan McGregor came round my house the night he heard he had got the part of Obi-Wan Kenobi. I just happened to have two lightsaber toys on hand. His first Jedi training session was with yours truly in my back garden at eight in the morning!"

LAUNCHPAD

ARE YOU THE CHOSEN ONE?

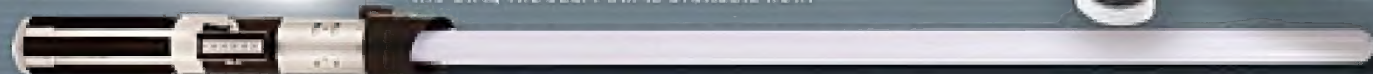


DO YOU WANT TO BE A JEDI? WE HAVE THE TWO THINGS YOU NEED—A LIGHTSABER AND A COPY OF *THE JEDI PATH*. THERE ARE TWO SETS OF EACH TO GIVE AWAY. SIMPLY WRITE TO THE ADDRESS ON PAGE 3 BEFORE JANUARY 22.



THE JEDI PATH

This ancient training manual, crafted by early Jedi Masters, has educated and enlightened generations of Jedi. It explains the history and hierarchy of the Jedi Order, and what Jedi must know to take their place as defenders of the peace in the galaxy from mastery of the Force to the nuances of lightsaber combat. Published by Chronicle Books in the U.S. and Titan Books in the U.K., *The Jedi Path* is available now.

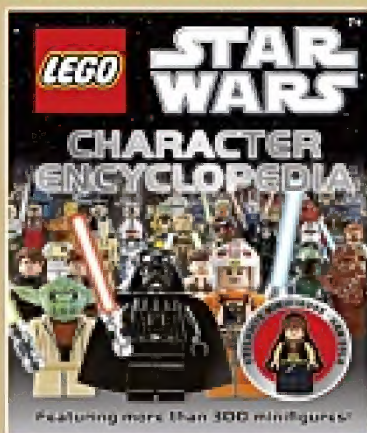


STAR WARS ULTIMATE FX LIGHTSABER

These all-new lightsabers provide one of the most authentic Jedi experiences ever! The toy features a progressive light-up blade with vibrant LED lighting, allowing you to experience the Force in a whole new way. Available now, in Luke Skywalker, Anakin Skywalker, and Darth Vader models from Hasbro.

WIN THE NEXT LEGO STAR WARS BLOCKBUSTER!

Love Star Wars? Love LEGO? We have three copies of the all-new *LEGO Star Wars Character Encyclopedia* to be won! The book, out now, comes with an exclusive minifigure of Han Solo wearing his medal from Yavin IV. Simply write in to the address on page 3 before January 22.



HASBRO POLL CLOSES, BUT WHO IS VICTORIOUS?

The voting has now closed on the Star Wars action figure poll. Thanks to everybody who voted! The winning character will be announced at Hasbro's Collector-Fan Media Day event at Toy Fair in New York in February, 2012.

2011 YEAR IN REVIEW

JANUARY

It was long awaited—since the previous summer's Celebration V at least—but early January saw the announcement of the release date for the *Star Wars* saga on Blu-ray: September 2011. Many fans placed their pre-orders on that cold January day and began the even longer wait for Fall.



Princess Leia, Carrie Fisher (above), signed up as the new spokesperson for weight loss guru Jenny Craig and embarked on a dedicated program of weight loss.

Natalie Portman—Leia's daughter Padmé Amidala—won the Golden Globe for Best Actress for her role as a troubled ballerina in Darren Aronofsky's *Black*

Swan and was nominated for an Oscar for the same role. Her secret "husband's" mother—Shmi Skywalker actress Pernilla August—won the Swedish Best Director award for her directorial debut, *Beyond*.

The first issue of a four-part limited comic book series from Dark Horse, *Darth Vader and the Lost Command*, was published at the end of the month. How would the Dark Lord of the Sith fare in his trip to the Ghost Nebula in search of a missing Imperial expeditionary force?

FEBRUARY

The now familiar "Darth Vader kid" Volkswagen commercial first aired during Super Bowl XLV on February 6.

The acclaimed *Mortis* Trilogy—*Overlords*, *Altar of Mortis*, *Ghosts of Mortis*—made its debut on *Star Wars: The Clone Wars*.



Christopher Lee (above)—best known as Count Dooku to *Star Wars* fans—was awarded a BAFTA Fellowship at London's Royal Opera House for his lifetime achievement in film.

Natalie Portman won the Best Actress Oscar for her *Black Swan* role. Tom Kane, who plays *The Clone Wars*' Yoda amongst others, provided the voiceover for the Oscar telecast.

MARCH

The date was announced for the 3D theatrical release of *Star Wars: Episode I The Phantom Menace*: February 10, 2012.

APRIL

Lucasfilm's long-serving Director of Content Management and Head of Fan Relations Steve Sansweet stepped down from his role within the company. He continues as Fan Relations Advisor.

The infamous *Star Wars Holiday Special* on Blu-ray? Hasbro's Vintage Mini-Collection? Wookieepedia to shut down? Ewok recipes? Lightsaber Popsicles? The 501st Legion to convert into "Arthur's 501st Knights"? Yep, all April Fool's *Star Wars* jokes from the first of the month.

The Season Three finale of *Star Wars: The Clone Wars* featured the debut of everyone's favorite Wookiee: the one and only Chewbacca (below). The episode proved to be a hit in the ratings: the #1 show for boys aged 6-14.



LAUNCHPAD

MAY

Starting with a series of sneak previews, the new *Star Tours* 3D attraction re-launched at Walt Disney World's Hollywood Studios in Florida, and then Disneyland in California. Each trip now provides a different experience as locations and journeys are mixed and matched randomly.

Having dropped 30 pounds, 54-year-old Carrie Fisher unveils her new slim figure and promises to wear that metal bikini once more.



To mark the 31st anniversary of *The Empire Strikes Back*, May 21 was designated "Talk Like Yoda Day" in Tampa, Florida. *Star Wars* author Daniel Wallace suggested a unique way to celebrate the event: "Cooking! Yoda [above] makes a mean rootleaf stew in *The Empire Strikes Back*, so I think we can honor the spirit of Talk Like Yoda Day by making similar dishes like gumbo, chowder, and jambalaya."

While launching the new *Star Tours* ride, George Lucas revealed he has 50 hours of scripts prepared for the possible live-action *Star Wars* TV series, adding that, "We're just waiting to figure out a different way of making movies, a different technology we can use to make it feasible to shoot the show. It will

dramatically affect a lot of movies." A lucky, anonymous *Star Wars* fan discovered an early George Lucas autograph. The 1965 signature—by George W. Lucas Jr.—was discovered in the guest book of Family Theater Productions, a Los Angeles movie production company.

JUNE

Lucasfilm announced the release date for *Red Tails*: January 2012.



At Microsoft's E3 Showcase, part of the annual computer games industry event, the *Star Wars* Kinect (above) was demonstrated, with a launch set for 2012.

According to LoveFilm.com, *Star Wars'* Yoda is the best puppet in movie history, beating *Team America's* satirical Kim Jong-il, and *The Muppets'* Kermit the Frog.

Oscar winner Natalie Portman (below) gave birth to her first son (with fiancé Benjamin Millepied).



Talking to CNN, George Lucas (below) gave the working title of the new animated *Star Wars* comedy series: *Star Wars: Detours*.



The full back catalogue of Random House's *Star Wars* novels were relaunched in eBook editions, covering the entire range of Del Rey and Bantam books.

JULY

LucasBooks' long-serving Executive Editor Sue Rostoni retired this month, after over 20 years working on the development of the *Star Wars* Expanded Universe. The official *Star Wars* site noted: "Sue Rostoni has played an integral part in shaping the Expanded Universe of *Star Wars* fiction, starting as a Lucasfilm editor during the publication of the *Thrawn* Trilogy, the influential series of books by Timothy Zahn that started the current *Star Wars* publishing program in the early 1990s."

Fans and celebrities connected with *Star Wars* rallied to support the family of baby Leah, born with a mystery illness that defied doctors' attempts at a diagnosis. Leah's *Star Wars* fan parents, Zev and Francesca Esquenazi, were offered donations and moral support from many fans, plus Peter Mayhew (*Chewbacca*), Stephen Stanton (*The Clone Wars* voice of Tarkin) and many others.

An iPad app promoting the *Star Wars* Blu-ray release was made available. *Star Wars* Blu-ray: Early Access offered a sneak peak at the menu system and some content of the much-anticipated set.

While promoting his movie *Captain America: The First Avenger*, one-time *Star Wars* production designer and ILM stalwart Joe Johnston admitted he'd love to make a movie featuring Boba Fett (below), and said he'd try to convince George Lucas to let him go ahead.



An official teaser video appeared confirming that *Star Wars* Celebration VI would take place once more in Orlando, Florida in August 2012.

LEGO Star Wars: The Padawan Menace, an hilarious CGI-animated 30-minute special aimed at younger fans, aired on Cartoon Network to wide acclaim.

AUGUST

The New Zealand Mint, a private company, said it would produce 1 oz. silver legal-tender *Star Wars* coins for the South Pacific island nation of Niue; each coin has a face value of \$2 NZD (currently about \$1.60 USD and £1 GBP). The first two sets available internationally will feature Darth Vader and *Millennium Falcon* themes, retailing at \$449 NZD or about \$375 USD.

Work was completed on the 3D conversion of *Star Wars: Episode I The Phantom Menace* for theatrical release in February 2012.



An official full list of the *Star Wars* Saga Blu-ray special features was much analyzed by fans.

SEPTEMBER

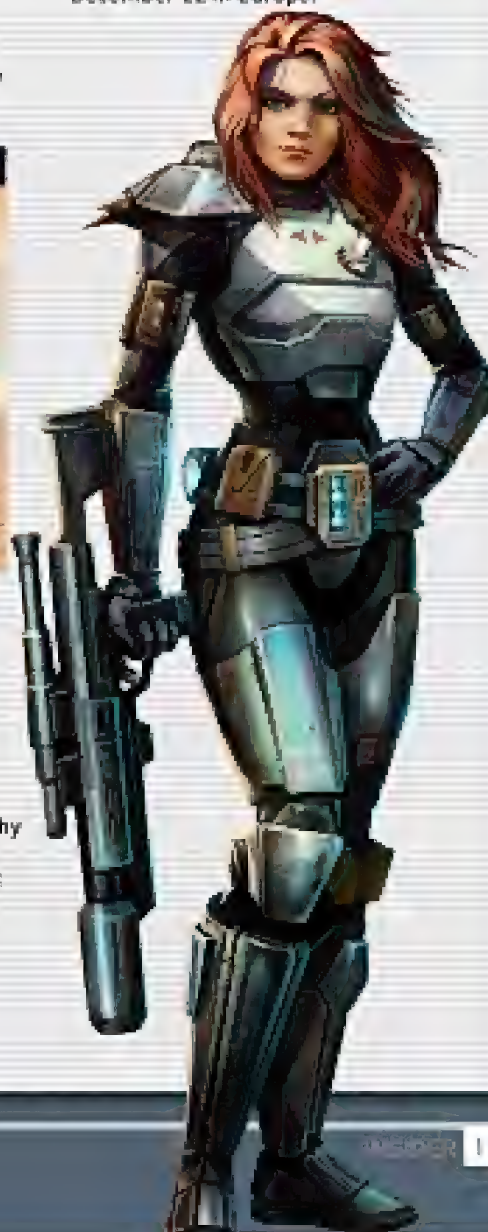
The 20th Anniversary Edition of Timothy Zahn's *Heir to the Empire* (the book that launched the Expanded Universe) was published, complete with copious notations.

The *Star Wars* Blu-ray sets arrived, selling over one million units in the first week of release and taking in

\$84 million worldwide. That made the release the highest selling and most pre-ordered title in Blu-ray history. In the U.S. alone, first week sales totalled 515,000 units, totalling \$38 million. "Our fans' enthusiasm to celebrate *Star Wars* continues to amaze us," said Kayleen Walters, senior director marketing at Lucasfilm. "Our goal was to deliver a premium product that they could enjoy with their families and friends and we are thrilled that they are enjoying it as much as we hoped they would."

London's BT Tower briefly became the world's largest lightsaber in a spectacular event to celebrate the U.K. release of the *Star Wars* saga on Blu-ray.

The hotly anticipated *Star Wars: The Old Republic* massively multiplayer online role-playing game was given a release date: December 20 in the U.S. and December 22 in Europe.



LAUNCHPAD

OCTOBER

Star Wars fan film *Hughes The Force*, mixing the saga with the movies of John Hughes, premiered in Los Angeles and at Fan Days in Irving, Texas.

The death of Apple's Steve Jobs at 56 brought this tribute from George Lucas: "The magic of Steve was that while others simply accepted the status quo, he saw the true potential in everything he touched and never compromised on that vision. He leaves behind a legacy that will continue to speak to people for years to come."

Darth Vader (below) won the Ultimate Villain accolade at the Spike TV 2011 Scream Awards—and George Lucas presented the trophy to the Dark Lord in person!

The head of licensing at Lucasfilm, Howard Roffman confirmed that Seth Green is working on an animated sitcom based on the *Star Wars* saga. The series is due to premiere "within the next two years."

NOVEMBER

Industrial Light & Magic: The Art of Innovation, the third book chronicling the work of our favorite special effects company, is published on November 1st.

An ambitious four-part epic story arc telling the story of the clones and their new commander, Jedi Master Pong Krell (right), ran throughout the month in *Star Wars: The Clone Wars*. The director of the episodes, Walter Murch, brings a previously unseen intensity to the show.



DECEMBER

Star Wars: The Old Republic is released, guaranteeing many fans will be spending the holiday season in a galaxy far, far away!

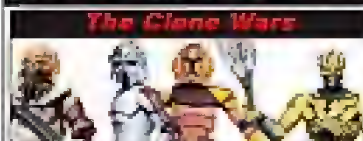
What's coming up in 2012? Turn to page 48 as we preview the year ahead...



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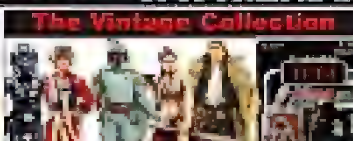
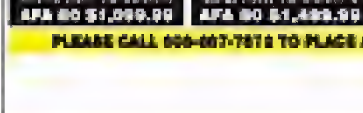
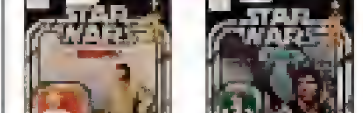
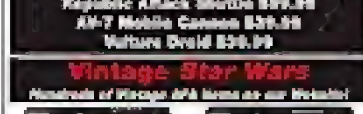
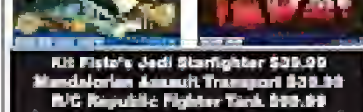
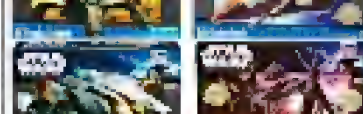
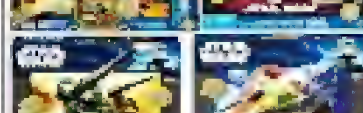
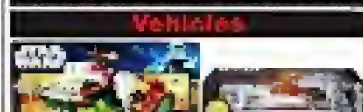
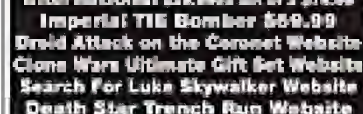
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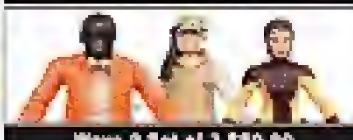
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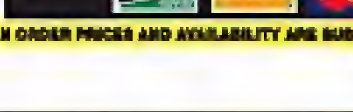
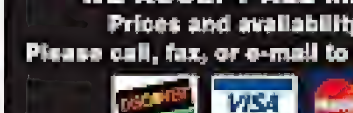
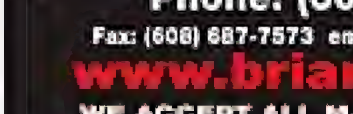
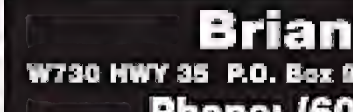
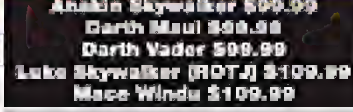
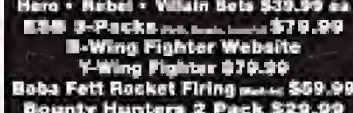
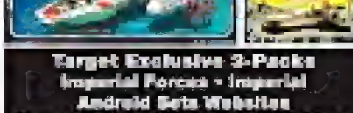
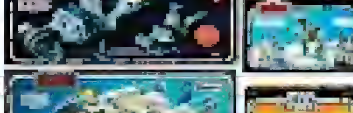
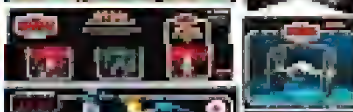
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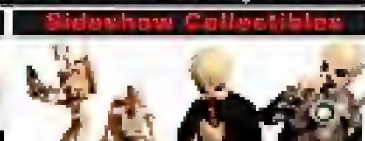
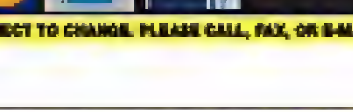
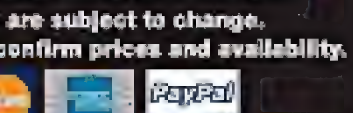
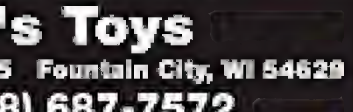
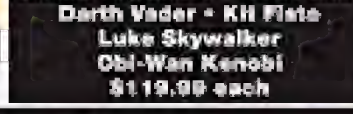
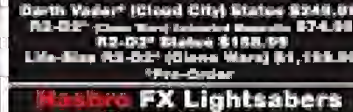
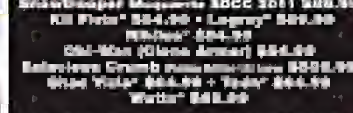
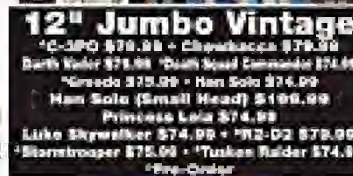
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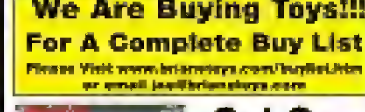
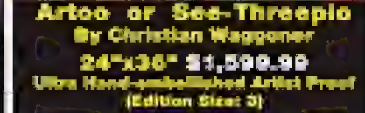
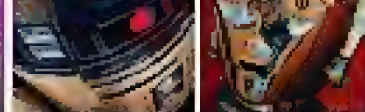
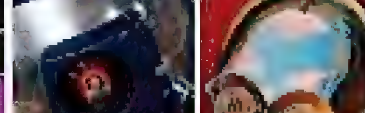
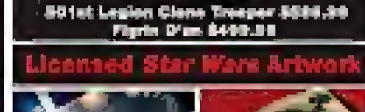
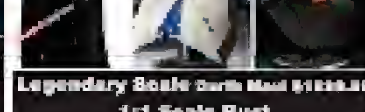
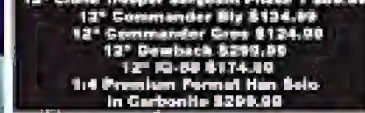
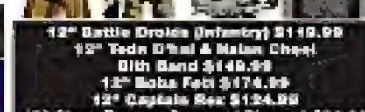
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SUPER TROOPER



DEE BRADLEY BAKER MIGHT JUST BE THE BUSIEST MEMBER OF THE *STAR WARS: THE CLONE WARS* CAST. HE CERTAINLY HAD HIS WORK CUT OUT WHEN VOICING THE CLONES DURING THEIR DEADLY ENCOUNTER WITH JEDI MASTER PONG KRELL ON THE PLANET UMBARA. INTERVIEW BY JONATHAN WILKINS



The man behind an army:
Dee Bradley Baker



How did you signed on to do the show, and you that you'd be working on such complex storylines as the recent Umbara story arc?

The short answer is "No." This is insane! Not only to be involved in a show that's gotten so big, so deep, and so gratifying to watch as a fan, but also to be involved in the Umbara arc is striking in a lot of ways. One of them is the involvement of Walter Murch, whose work with George Lucas and Francis Ford Coppola includes *THX-1138* and *Apocalypse Now*. He is very exacting, very thoughtful, and has a unique directorial mind. Despite all the fun things that I get to do on the show, to be directed by Walter for episodes like this is a whole different level from anything I've been involved with. I can hardly believe it. As I was watching it up on the screen at Skywalker Ranch I was amazed. It's really knockout stuff.

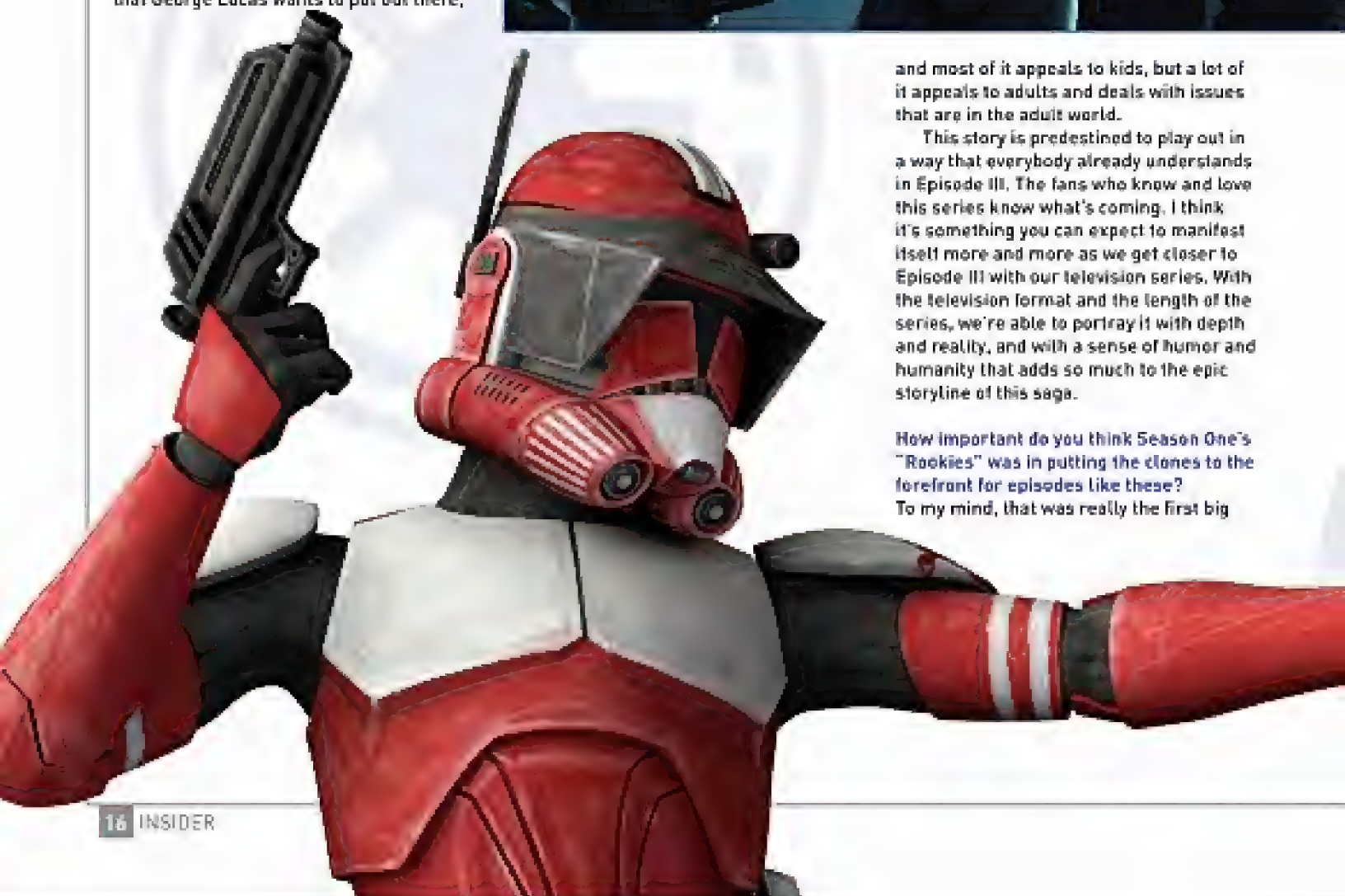
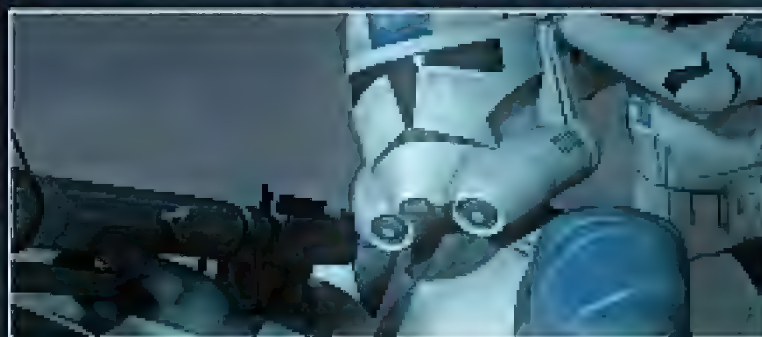
When you first saw those scripts, can you remember your initial thoughts?

My initial thoughts were *Oh, boy! Here's another clone arc!* It's always very challenging and interesting, and a lot of fun. As we got into it, and as we marched across the dark planet of Umbara, with a Jedi general who has strategies and methods that are not in line with what the clones are used to, I realized that we had something here that we've never seen before.

To spend four episodes on this planet, trying to fight our way out and trying to find how to get along with this general, was really rather difficult for me. With the level of personal involvement I feel with these clones, to be sent into this story with this despicable character actually bothered me. It's something I'd never seen before in this show and it was not an easy thing to bring to the surface, but once it got out there, it became pretty dramatic!

So how did you overcome those feelings? The only way to overcome them is to fully realize them, and that's really what we did in this show. This story and the performances don't pull any punches. You see Rex pretty much lose it at one point, which I've never seen before. You see clones that come into conflict with their general in a way you've never seen, and the only way to exercise that is to bring it all out and bring it to life. This is more like a war film and really has some interesting issues involved in terms of who the clones are, what the war is, how they deal with the difficult situation and how the war is fought.

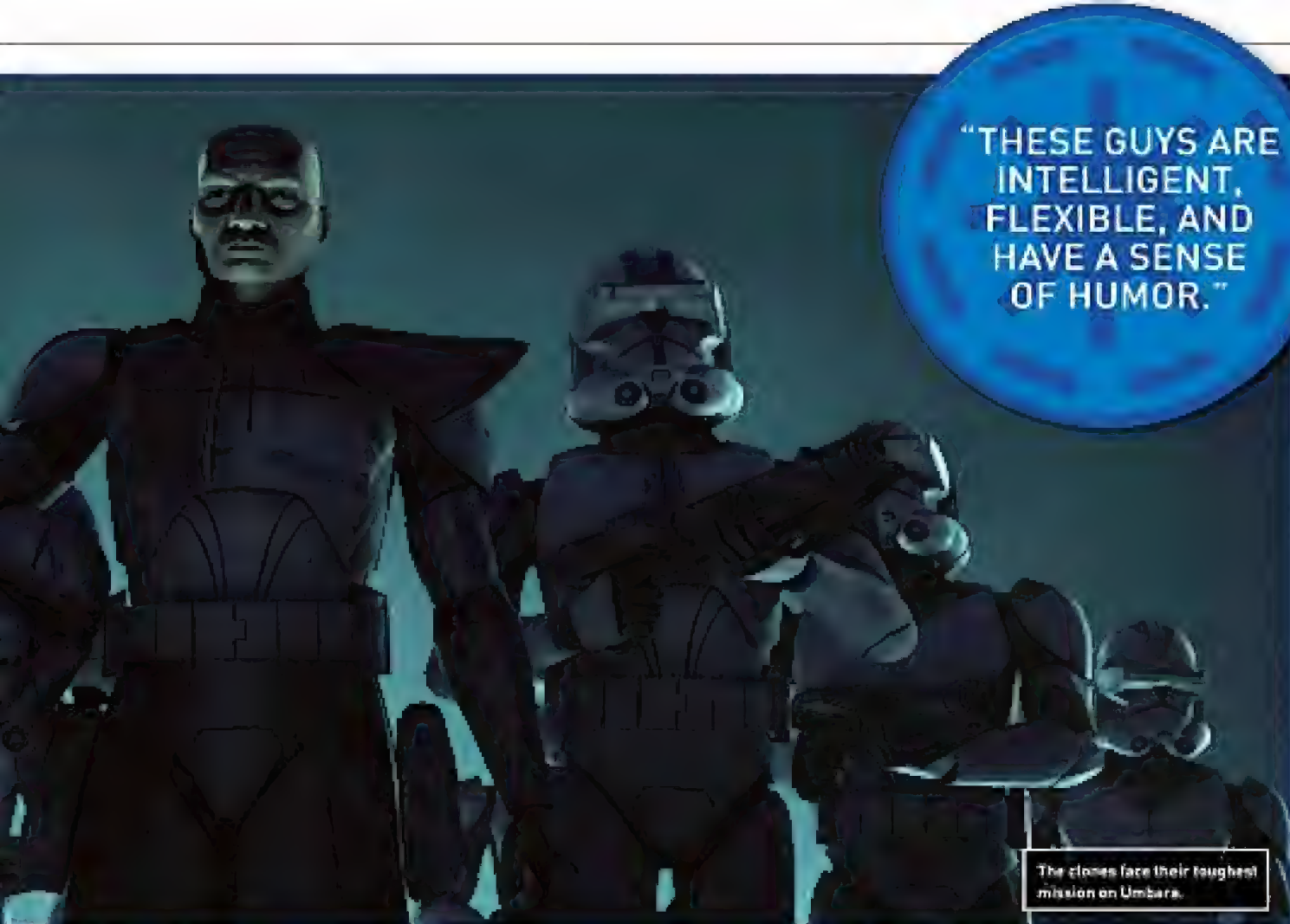
Rex is incredibly popular with the younger fans (see page 19). Was there ever any concern whether they would be okay dealing with such dark themes? This is not a show that I think is written with just kids in mind. I think this is a story that George Lucas wants to put out there,



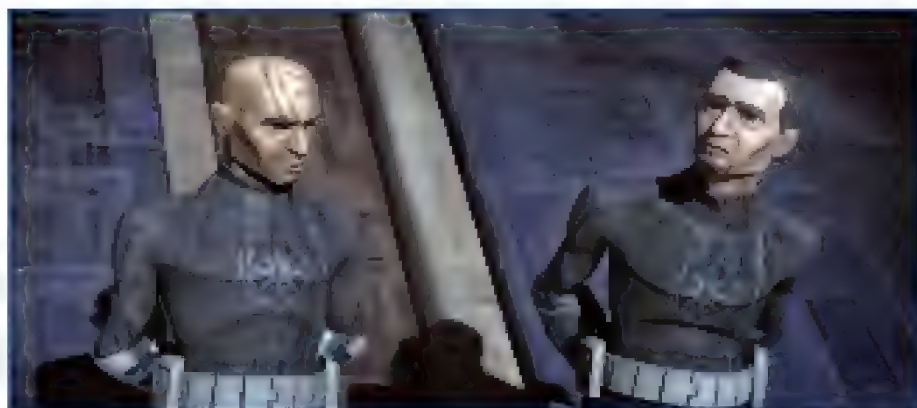
and most of it appeals to kids, but a lot of it appeals to adults and deals with issues that are in the adult world.

This story is predestined to play out in a way that everybody already understands in Episode III. The fans who know and love this series know what's coming. I think it's something you can expect to manifest itself more and more as we get closer to Episode III with our television series. With the television format and the length of the series, we're able to portray it with depth and reality, and with a sense of humor and humanity that adds so much to the epic storyline of this saga.

How important do you think Season One's "Rookies" was in putting the clones to the forefront for episodes like these? To my mind, that was really the first big



experiment: whether we could throw an entire storyline to these clones, who in the feature films were not really presented with distinct personalities or any sort of differentiation. It was a really cool creative risk to step out and do that and I think most people will agree that it really paid off. It showed that these guys were interesting and different. We can always go back to the clones because actually, they have a lot to do with what's interesting about this whole conflict. What happens to the humans that are thrown into this war to fight against droids? These guys are intelligent, they're flexible, they have a sense of humor and you love them



because of it! They're able to adapt and think, and to attack their problems and solve them as humans facing great odds, and a great war. This comes in the face of the manipulation that they're really only beginning to become aware of and, in this case, perhaps even against one of their own commanders.

The humanity of the clones makes what happens in *Revenge of the Sith* even more tragic and poignant.

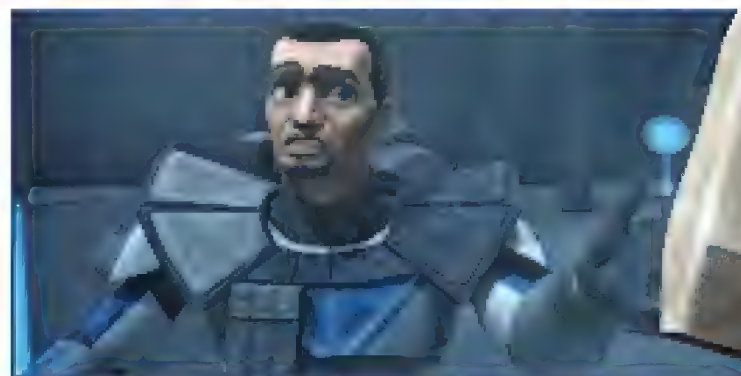
Absolutely. That's the thing that's killing me: I want to know how this plays out for Rex! He's Anakin's right hand man; he's there for him! What happens to Rex? I want to know what happens to Ventress, and to Ahsoka, for goodness sake! But for me, it's about what happens to Rex. I've heard that the finale's been discussed, but to my knowledge, it hasn't been decided yet. But then again, I'm pretty far down the command chain!

How important is the writing in separating the various clone characters?

The differentiation comes from the really marvelous writing on this show—that's ultimately my guide in separating the fellows and portraying their distinctness clearly. I don't know all the writers, but that ultimately is the compass for me. The bedrock of any good show, whether it's dramatic or comedic, is the writer, and it's often an unsung position or part of the whole project. But you can't have a good show without good writing: I don't care how good the rest of it is. We've got great writers and I rely on them every episode!



"I WANT TO KNOW HOW [STAR WARS: THE CLONE WARS] PLAYS OUT FOR REX!"





DEE BRADLEY BAKER
ON WHY KIDS CAN'T GET ENOUGH OF
CAPTAIN REX!

Captain Rex is what a kid aspires to in a lot of ways. He's smart, dependable, strong, able, flexible, and able to make things happen; and also to be a integral part to the story. All of these, I think, are things that a kid wants, and Rex is that in an attainable way. He's not a Jedi or superhuman. He's also the right hand man of the central character [Anakin]. Kids may think, *If this human can be so important to the main character—the Chosen One—why couldn't I be heroic like that?* I think these days people want to be that hero character because the world needs heroes. We know that there are villains; we've seen that quite clearly in the past and throughout history. People thirst to see the heroic, and to partake in that; and that's a part of what's so brilliant about this series. It brings that out in sort of its own epic, mythological, fantasy kind of way, but this is real stuff! I think it speaks for that yearning for the heroic that people have in themselves, that really ties them into the series and to Rex.

When you're working with [supervising director] Dave Filoni, what sort of direction does he give you? Dave's very clear. He knows the story and the clones. He's an ultra Star Wars nerd, and deeply involved with this entire universe. He knows what he's talking about. Working under him is easy, because he knows what he wants. That's ultimately what you need as a voice actor—a good script and a director who knows what they want. We get a lock on that right up front and we pretty much go straight through recording these days.

Doesn't that get confusing?

It used to, but now we're used to selling the characters. We have a little method for selling their status, their degree of obedience, their age and all these other things so that I can flip back and forth with just a quick little note I make next to their name on the side of the script. I don't get asked to do something like this ever. From a voice actor's standpoint, it's a very unique project.

Do you think there can be more stories like the Umbara arc?

Yes there can, and there will. I have it on good authority. Bring in the drop-ship and let's go! 🤖

MY STAR WARS

CATHERINE TABER'S PERFORMANCE AS PADMÉ IN *STAR WARS: THE CLONE WARS* LENDS A TOUCH OF SOPHISTICATION TO THE ALL-ACTION SHOW. SHE TELLS *INSIDER* ABOUT HER LOVE FOR YODA, AND WHY SHE'S NOW WARY OF BATHROOM VISITS WHEN CERTAIN JEDI KNIGHTS CAST ARE ABOUT! INTERVIEW: JAMES BURNS AND MARK NEWBOLD

THE STAR WARS SAGA
CONTINUES

STAR WARS THE EMPIRE STRIKES BACK

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GARY KURTZ

LEIGH BRACKETT
UNAWENGE KASDIAN
GEORGE LUCAS
JOHN WILLIAMS

What is your
favorite *Star Wars*
film and why?
It's *The Empire Strikes
Back*, because
of Yoda.



When did you first become aware of *Star Wars*?

I wasn't a fan as a little kid, but at some point growing up I slowly became introduced. By the time I auditioned for *The Clone Wars*, I was a huge fan and collector. That's why I think I like all six movies equally. I don't just have the original trilogy on a pedestal, I have the other three on a pedestal too!

I don't remember seeing the original movie for the first time. I feel like I've seen it so many times that the first time I probably wasn't paying that much attention!

Do you have a favorite *Star Wars* toy?

The large *Millennium Falcon* that Hasbro brought out a couple of years back. The feet keep falling off, but other than that it's the coolest. I love the sound effects.

Where is the strangest place you've been recognized?

Well, I couldn't really say I was recognized because it was James Arnold Taylor's (Obi-Wan Kenobi) fault, but as I was leaving the ballroom—I came out and he was there with a group of schoolchildren and saying "Here she is, here's Padmé!" I was like, "Okay, thank you James!"

Do you have a favorite scene?

My favorite scenes are with Yoda. I really like the scenes when he's teaching Luke. I wish I'd had a teacher like that. I try to take all of my life lessons from Yoda. I think that's how I ended up moving out to California to be an actress. "Do or do not!"

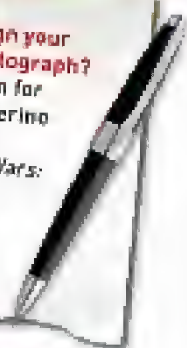
Can you reveal something about yourself that will surprise *Star Wars* fans?

I feel like they probably know everything already! I actually shoot guns. Not a blaster, unfortunately. I go to shooting ranges and also when I go home at Christmas I go shooting in the woods in safe areas, and not at animals!



Where did you sign your first *Star Wars* autograph?

It would have been for Mission Vao (Catherine voiced this Twi'lek character in *Star Wars: Knights of the Old Republic*, above) at San Diego Comic-Con 2004.



EXPANDED

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UNIVERSE





EXCLUSIVE
FICTION

THE TENEBROUS WAY

By Matthew Stover, with art by Brian Rood

Dying, Tenebrous observed with mild surprise, was turning out to be not only pleasant,

but wholly wonderful; had he ever suspected how much he'd enjoy the process, he wouldn't have wasted all these decades waiting for his foolish apprentice Plagueis to do him in.

So, even as he lay gasping around the icy barbs that pierced his lung, Tenebrous smiled. Even with the jerking and convulsing in his body's last reflexive rebellion against the fall of eternal night, even as organ systems shut down one by one to maintain the last shreds of light and life within the vast intricacies of his brain—massive beyond even those of other Siths, a people justly legendary for their intellectual prowess—Tenebrous found himself particularly enjoying the incremental disappearance of his own midi-chlorians.

His Force-perception was even more acute than the magnifying powers of his enormous eyes; in the Force, he could feel each individual midi-chlorian wink out in turn, a spreading wave of darkness, like stars eclipsed by the silhouette of an approaching ship.

Or falling through the event horizon of a black hole.

Ah, darkness. Darkness at last. The darkness he had dreamed of. The darkness he had planned for. The darkness that was his one true love. The darkness he had taken as his name.

Was he not Darth Tenebrous?

His vision dimmed. His hearing became a rush of wind like static on an electrovoder—and then silence. The sole sensation registered by his quivering flesh was the rip of shattered bone and slow suffocation choking his consciousness, as his shredded lung could supply only a fraction of the oxygen required by his massive brain.

It hardly mattered. Shielded from suffering by his command of the Force, Tenebrous observed the death agony of his physical form with appropriately Sithan dispassion. And now his impossibly refined perceptions detected the brush of Plagueis' mind, as the apprentice probed the vanishing midi-chlorians of his dying master with his own use of the Force, as Tenebrous had known he would. Tenebrous had spent decades making sure that Plagueis would be unable to resist doing exactly that.

Everything was proceeding according to plan.

Foolish, pathetic Plagueis....

Tenebrous' Muun apprentice would never comprehend his own limitations. These limitations were only peripherally due to the unfortunate tendency of Muuns,

as a species, to measure every interaction as a transaction to be manipulated for maximum profit. No, Plagueis' real weakness was fear. Fear so deep and all-pervasive that the fool did not even register it as emotion—again and again across the decades of his apprenticeship, Plagueis had insisted that his fear was not fear at all, instead claiming it to be merely rational prudence. But Tenebrous knew the truth. Had always known it. Tenebrous had chosen his apprentice specifically because of it.

Plagueis was afraid to die.

Were Tenebrous the sort of individual who could experience pity, he supposed he might feel some for his apprentice. Crippled by dread, Plagueis would never know the freedom of an unbounded will that was the true legacy of the Banite Sith. And were Tenebrous the sort of individual to be fair-minded about such things, he would have accepted much of the blame for Plagueis' incapacity. As both pity and fairness were entirely alien to his nature, though, Tenebrous instead pleasurably recalled the relentless needling of his apprentice across their long, long years together. He had pricked constantly at Plagueis' sore spot, to make certain it could never heal.

Not even animals fear death, Plagueis. The lowliest beast in existence exhibits more "rational prudence" than you ever have. They fear only pain and injury. Bright lights and loud noises. You are less than a beast. You fear a mere concept—and one you do not even understand.

Thus was the ground carefully prepared. Thus did the seed of Plagueis' fear sprout and blossom into obsession. Thus had Tenebrous skillfully re-directed his apprentice's unparalleled aptitude for midi-chlorian manipulation away from the deepening of insight, from the intuition of the future, and from the amassing of personal and political power—away from any and all pursuits that might have proven inconvenient for Tenebrous' ultimate plan—toward a single goal. A goal Tenebrous had chosen for his own purposes.

The mastery of life and death.

More than a century before, when Tenebrous had been but a Sith apprentice himself, the magnificent computational power of his Bith brain had led him far beyond the simplistic Force studies imposed on him by his Master. He had always been far too intelligent to be seduced by the traditional Sith metaphysical twaddle of dark destiny and the witless fantasy of endless war against the equally witless Jedi Order. Soon he had confirmed to his own satisfaction that the dark side of the Force, far from being some malevolent mystic sentence bent on spreading suffering throughout the Galaxy, was in truth merely an energy source, and a tool with which he could

SHIELDED FROM SUFFERING BY HIS COMMAND OF THE FORCE, TENEBROUS OBSERVED THE DEATH AGONY OF HIS PHYSICAL FORM WITH APPROPRIATELY BITHAN DISPASSION.

impose his will upon reality. It was a sort of natural amplifier he could use to multiply the effectiveness of his many useful abilities.

None of which was more useful than his matchless intellect.

Like many Sith before him, he had turned his powers toward knowledge of the future. But unlike any Sith before him, he had the enormous brain of his people, which combined sheer brute processing power with a level of analytic precision simply beyond the capacity of any other species. The future was always in motion, and while other Sith struggled to foresee the faintest, least specific hints of what was to come, Tenebrous had no need to see the future.

He could calculate it.

While still merely an apprentice, his

analysis had shown him the inevitable end of the Banite Sith and its preposterous Rule of Two. His calculations plainly indicated the coming of a shadow so vast it would darken the galaxy entirely—so vast it would mark the end of both Jedi and Sith as the universe had known them heretofore. The rise of the shadow would be the end of history itself.

Tenebrous had not the slightest doubt that the entire galaxy would measure time according to its arrival. Events would be marked by how far they had preceded the shadow, or by how long after it they followed.

Though the exact nature of the great shadow remained occult, the remorseless logic of his extrapolation detailed the

coming destruction of the Banite system, and the rise of what would become known as the "One Sith," One Sith! The conclusion was so obvious as to require no confirmation: one single Sith Lord would arise of such power that he'd have no need of any apprentice nor fear of the Jedi. He would take and hold the galaxy by his own hand alone. Without an apprentice—or a Jedi Order—to destroy him, the One Sith would rule forever!

A heady prospect, with only a single drawback:

Tenebrous was not to be that Sith Lord. His own death was clearly foretold, entirely inevitable, and it would precede the rise of the shadow by decades. His fate was explicit in the numbers, and numbers do not lie. However—as Tenebrous came eventually to realize over his many years of research, contemplation and calculation—it might be possible for the numbers in question to be, well, *deceived*....

The key, he'd discovered, lay in an obscure legend obliquely referenced in the *Journal of the Whills*, about a hero fairly typical in most cultures—the sort of promised future savior who appears in the foundational myths of nearly every developed society. What distinguished this particular savior from his run-of-the-mill equivalents was that he, according to four



of eleven possible translations, was to be "born of pure Force." After three standard years devoted specifically to exploring all possible permutations of the interpretation, Tenebrous determined that such a birth was indeed possible, at least metaphorically—"born of pure Force" could be read as indicating the creation of a living being through direct manipulation of midi-chlorian processes in an already living being.

And further, as Tenebrous discovered with rising excitement, such a being's Force potential might be limited not by its creator's own midi-chlorian count, but instead only by its creator's level of discipline and attention to detail. Indeed, his calculations indicated a range potentially far beyond his own. With proper execution, the "savior" might have a midi-chlorian count as high as

fifteen thousand! Perhaps even more. It might be possible to create a being with the greatest Force potential ever recorded!

And—by the application of his own suitably subtle variation of the ancient Sith brute-force essence transfer—Tenebrous could ensure that his own consciousness would be present at the creation

of this being, this savior, this Chosen One. And, at the moment of creation—long before the Chosen One could hope to resist—Tenebrous would seize it. Would become it.

With this single stroke, decades after his body's death, he would become the most powerful Force-user in the history of the galaxy.

It was all there in the numbers. He could not possibly fail.

Once his analysis had been parsed to its nth degree, polished into a gem perfect beyond the possibility of flaw, Tenebrous had devoted every second of every day of his life to fulfilling his plan. Nothing would be left to chance. He had exterminated his doddering Master with his customary efficiency, and had embarked immediately on a decades-spanning quest for an apprentice of his own. And not just

an apprentice, but the apprentice: one possessed of a very specific combination of particular skills—primarily surrounding the direct perception and manipulation of midi-chlorian activity—but also a range of weaknesses, from short-sighted concern with personal profit to an unconquerable dread of the unknown realms beyond the walls of death.

An apprentice whose sole purpose was to create the being Tenebrous would become.

Thus would Darth Tenebrous, the greatest mind in the history of the Sith, be reborn to rule the galaxy.

Forever.

Now that his body's physical senses had altogether perished, Tenebrous found his perception of the Force to be proportionately heightened. With glorious precision, he could trace the slightest

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wisp of Plagueis' clumsy Force-probing as his apprentice sought to record and analyze every detail of Tenebrous's death. He could feel Plagueis himself, crouched nearby, his eyes closed, the long spiderish fingers of one hand stretched forth as though to snatch Tenebrous' disappearing midi-chlorians from mid-air.

This was Plagueis' customary technique: a close examination, through the Force, of the midi-chlorian decay that accompanied the physical death of his victims. Tenebrous was by far the most powerful Force-user whose death Plagueis had the opportunity to observe, and he had known all along that his apprentice would apply all his physical, mental, and Force capabilities—pitiful as they might be—to witness each slightest detail.

As though midi-chlorians somehow

embodied the principle of life itself, they vanished as life fled. Plagueis had more than once speculated that they somehow migrated from dying cells and returned to rejoin the Force from which they had sprung—more evidence of the apprentice's muddy thinking and pathetically romanticized mysticism, but no matter. The delusion of the student had proven an inspiration to the teacher, and the concept of midi-chlorian migration—flawed though it was—became the key to Tenebrous' master stroke.

Amidst the billions upon billions of individual midi-chlorian deaths in Tenebrous' cells were a tiny fraction of midi-chlorians that were not dying. That would not die so long as they inhabited a living host. These especially tenacious midi-chlorians—Tenebrous had privately labeled them with the jesting sobriquet *maxi-chlorians*—had been altered. Improved. It would not be an overstatement, in Tenebrous' opinion, to use the word *perfected*. These maxi-chlorians would indeed migrate, but not into the Force.

They would migrate into Plagueis.

To detect this infinitesimal percentage would require the precision of a Sith; it was far beyond his apprentice's limited perceptions—and

indeed, Tenebrous had gone to considerable trouble to ensure it would always remain so.

Instead of actually training his delishious apprentice, Tenebrous had flattered Plagueis' mysticism while pricking his insecurities, sending him off on one useless, doomed-to-fail mission after another. In turn, Tenebrous had invested every available second of the freedom this afforded into designing, creating, and deploying the one weapon that Plagueis would never suspect. Could never suspect. His own prejudices about the Force ensured Plagueis wouldn't believe such a thing was possible.

Tenebrous created a retrovirus that could infect midi-chlorians.

Midi-chlorians were, after all, merely



symbiotic organelles that contribute to the organic processes of the living cells they inhabit. Due to their role in Force interactions, altering them was singularly challenging—they had an unsettling tendency to spontaneously express unexpected and unfortunate side effects—but by applying the full analytic prowess of his vast Sith brain and the preternatural power of his Sith senses to detect and resolve sub-microscopic structure, he eventually succeeded in creating a retrovirus that would transform normal midi-chlorians into long-lived maxi-chlorians.

But that was only the beginning.

With the patient, painstaking attention to the slightest, most insignificant detail that was his hallmark, Tenebrous had encoded his custom retrovirus with his most potent weapon: his own consciousness.

Once completed, Tenebrous had released the virus into his own bloodstream. It had spread throughout his body, infecting midi-chlorians in every one of his cells with gratifying alacrity. Not all his midi-chlorians, though, as the infected maxi-chlorians no longer fully functioned; to infect them all would have cut off his own connection to the Force. A partial severance of this connection was a necessary sacrifice, however, and through an extended process of trial and error, he was able to fine-tune the effect and confine it to the one sector of his Force powers he no longer needed—his ability to sense the motion of the future.

Of what possible use was the ability to see a future he already knew?

Now, dead at last, he could begin to enjoy the fruits of his lifelong labor. In the Force, he could feel that his body had already suffered irreversible brain-death, yet his consciousness remained, fully aware, fully functional, and connected to the Force in a manner more intimate than he had ever believed possible. Freed now of the crude biological processes that mark the passage of time, Tenebrous found he could perceive the measured lick of each

individual nanosecond while simultaneously comprehending the entire sweep of galactic eons.

Beside Tenebrous' corpse, as Plagueis carefully observed the vanishing of Tenebrous' midi-chlorians, maxi-chlorians were being subtly and invisibly carried across the intervening space to settle in Plagueis' eyes and mouth, on his skin and into an open wound on his back, where they entered the apprentice's bloodstream and slipped into his cells, releasing their viral cargo of Tenebrous' mind.

Perfect. And what made it even more perfect was that his apprentice would never comprehend the ironic pun of the name Tenebrous had given him: Plagueis. The diseased one.

Driven by the dark side-powered

WITH THIS SINGLE
STROKE, DECADES AFTER
HIS BODY'S DEATH,
TENEBROUS WOULD
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will of the Sith Master, the retrovirus propagated with incredible speed. As it carried his consciousness throughout his apprentice's body, Tenebrous found himself becoming pleasurably aware that he was gaining access to Plagueis' sensorium. He could literally feel what Plagueis felt, both the coldly clinical satisfaction at having successfully engineered Tenebrous' murder.... and the Force-perception that let Plagueis monitor the last vanishing remnants of Tenebrous' uninfected midi-chlorians.

Full access to his apprentice's Force-perceptions! Delightful. Better than

Tenebrous had allowed himself to hope. Hmm—perhaps he should have invested some time in actually training the foolish Muun. Tapping Plagueis' Force powers would be more entertaining if they weren't so stunted from disuse. And yet....

As he continued to explore, Tenebrous gradually became aware of the full range of his apprentice's connection to the Force, which was considerably deeper, broader, and more powerful than Tenebrous had ever suspected. He reflected, with a twinge of uncomfortable premonition, that perhaps Plagueis had been right when he contended that Tenebrous had always underestimated him.

Now Tenebrous touched upon his apprentice's powers of foresight, which were also vastly more developed than

Tenebrous had believed. For a moment, Tenebrous found his perception cast far forward in time—to Plagueis' own death at the hands of his apprentice, who was himself visible only as a smear of darkness....

A shadow!

For an instant,

Tenebrous felt the death anguish of Plagueis.... and felt the searing agony Plagueis felt.... at his failure to have ever created the Force-user Tenebrous was to become! He would allow his own apprentice to kill him too soon....

This could not be. It could not be contemplated, much less allowed to come to pass. Fury competed with panic as Tenebrous threw his mind at the future, seeking to understand how it was Plagueis could be so complacent, so foolish....

So blind.

The searing truth was driven home by the gathering darkness that clouded his borrowed foresight. Soon all he could see of the future was a hazy smear of shadow.... as the retrovirus he had become infected Plagueis' every cell. The retrovirus he had allowed to sacrifice his ability to gaze forward in time.... and had thus

robbed his apprentice of his power to sense the future.

Which would seal his own doom as well.

His single-minded pursuit of eternal life and supreme power had accomplished only this. He would be destroyed by his own triumph.

Now wholly giving himself over to panic, Tenebrous turned his will upon undoing the damage he had done. With all his multiplied power, he yanked his maxi-chlorians back out from Plagueis' body in a spray of Force energy from his eyes, his mouth, the wound and every other cell. He had to think—he had to find a way out—or perhaps he didn't. Perhaps there wasn't one.

Perhaps the best he could hope for was the slow, inevitable extinction of his consciousness as his maxi-chlorians too faded and winked out. Then, at least, he would no longer have to squirm in the agony of his self-inflicted defeat....

If his maxi-chlorians were going to fade.

Because it dawned on him that he wasn't sure exactly how long the process should take, but he certainly didn't seem to be losing consciousness. He reached out with the Force—perhaps he could sense something. Anything. Or even contact Plagueis, somehow make his presence known, as his apprentice would never allow him to survive, no matter how reduced his powers might be....

But Plagueis wasn't here. Not only had Plagueis somehow vanished, Tenebrous could sense no trace of him ever having been here at all.... what was happening? How could this be?

The only trace of organic life Tenebrous could sense were some ancient mummified remains....

Of a Sith.

How long had he been here? How long would it take for every trace of Plagueis to vanish? Those remains were years old—decades, perhaps centuries old.

Tenebrous wondered, with dawning horror, if his retrovirus might have somehow mutated, if its effects on the maxi-chlorians might go somehow deeper than excision of foresight?

What if his eternal life would be.... *this*?

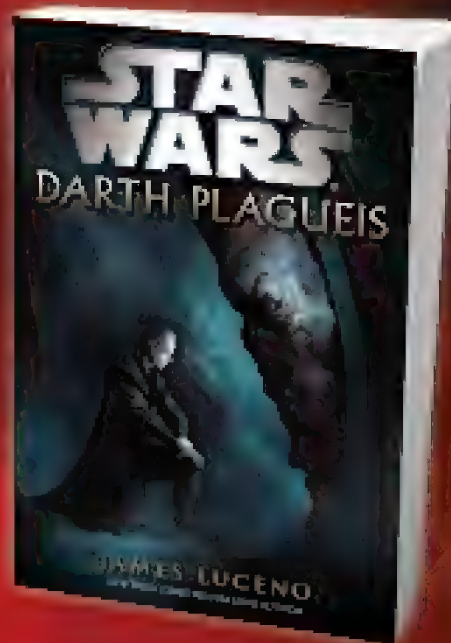
Or worse: what if his foresight hadn't been eliminated, but had been somehow twisted in upon

itself? What if his remains were ancient because this was the thousandth time he had relived his death and the shattering revelation of his life-long self-deception.... what if this was the millionth time he'd relived it?

The billionth?

Then he knew, and at that moment he wished he still had a mouth, because he really, really needed to scream.

Dying, Tenebrous observed with mild surprise, was turning out to be not only pleasant, but wholly wonderful; had he ever suspected how much he'd enjoy the process, he wouldn't have wasted all these decades waiting for his foolish apprentice Plagueis to do him in....



EXPANDED

Star Wars: Darth Plagueis, the long awaited novel by James Luceno, is out December 27, 2011

Matthew Stover's four *Star Wars* novels are out now.

See more art by Brian Rood at <http://brianrood.com/>

UNIVERSE



MON MOTHMA'S

5 FACTS

[1 FAKE]

GREETINGS, FRIENDS OF THE REBELLION. WHEN I'M NOT LEADING THE FIGHT AGAINST THE EVIL GALACTIC EMPIRE, I LIKE NOTHING BETTER THAN TO COLLECT UNUSUAL INFORMATION ABOUT THE *STAR WARS* SAGA. HERE ARE FIVE FACTS, BUT ONE IS COMPLETELY FALSE. WHICH IS IT? THE ANSWER CAN BE FOUND ON PAGE 98!

1 GEORGE HAS THE X-FACTOR!

George Lucas once directed a music video for The X-Factor judge Paula Abdul. The video, for her 1991 hit "Rush Rush," was a tribute to the movie *Rebel Without a Cause* and co-starred Keanu Reeves.



2 A TRIGGER HAPPY HERO?

In Brian Daley's novel, *Han Solo at Star's End*, Han says "I happen to like to shoot first. As opposed to shooting second." However in Karen Traviss' novel *Bloodlines*, Baba Fett remarks that Han should learn to shoot first.

3 EWOK ORIGINS

The Ewoks are named after the Miwok, a Native American tribe based in Northern California. Skywalker Ranch was built on an old Miwok Indian site. The word Miwok means "people" in their native language.

4 LUKE AND LEIA—CLOSER THAN YOU THINK!

Aidan Barton, the son of film editor Roger Barton, played baby Luke and Leia in *Revenge of the Sith*.



5 POP PRINCESS!

Fresh from her role as Princess Leia in *A New Hope*, Carrie Fisher was featured in a music video as the object of Rolling Stones' guitarist Keith Richards' affection.





THE ART SIDE OF THE FORCE

FROM HOWARD CHAYKIN'S PRE-RELEASE *STAR WARS* POSTER IN 1976 TO THE PRESENT DAY, ARTISTIC INTERPRETATIONS OF GEORGE LUCAS' SAGA HAVE ALWAYS BEEN WITH US. THREE SUCH ARTISTS ARE ROY GRINNELL, KRYSTII MELAINE, AND ANN HANSON, WHO WERE CHOSEN TO CONTRIBUTE TO THE RECENT *STAR WARS ART: VISIONS* BOOK, AND WHOSE ART ALSO GRACED THE BLU-RAY BOOKLET.

ROY GRINNELL

"Wait...the Droid Just Wants to Say Hello"

Roy Grinnell was born in Santa Barbara, California. As a child, he enjoyed drawing airplanes: a passion that he has never lost. After serving time in the Navy, he attended the Art Center School of Design in Los Angeles, graduating with honors. He is currently the official artist for the American Fighter Aces, and the Commemorative Airpower Heritage Museum.

As the official artist of the American Fighter Aces, it's a surprise that you haven't contributed an image of an X-wing or a dogfight. Were you tempted to take that route?

My main theory in all my paintings is remembering "Imagination is the key to success." Being an artist for the Fighter Aces does help my brain to flow in that vein, but I do like to deviate to my other interests as well.

I did, however, paint a combat scene that appeared in the *Star Wars Art: Visions* Limited Edition version [available from Abrams Books].

It shows Anakin Skywalker in a Naboo N-1 starfighter firing laser cannons at droid starfighters. There's a lot of action in that one (above, right)?

Was it important to get personality into the giant droid?

I tried to give the droid some human feelings. I wanted to show the droid was lost and lonely on a barren planet. Having found Artoo-Detoo and Threepio, he is offering his hand in friendship. The accompanying "Space Cowboy" is having a hard time controlling the CR1LOC Horse's reaction to seeing the droid. I wanted the viewer to feel friendliness as well as the desperation of the encounter.

What were the challenges of painting things that don't exist in our world?

The situation opens up total imagination of what could exist and could happen. The challenge is only limited by the level of one's imagination. In my work for the Fighter Aces, I have to portray what it was like to be



in that situation of combat as the fighter pilot explains his vivid scene of life or death to me. I try to visualize his desperation and to put on canvas a factual account of his aerial combat and victory.

Do you have any plans to do any more *Star Wars* art?

I would deeply love to have an opportunity to paint more *Star Wars* art. George Lucas has set a high standard of excellence in whatever venture he undertakes. In the *Star Wars Art: Visions* book project, magnificent and creative artists were chosen from around the world to illustrate his creations. It exemplifies his taste and ability to achieve greatness in fantasy. The project was a joy to work on from start to finish.

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You can enjoy more of Roy's work here at www.roygrinnell.com/

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KRYSTII MELAINE

"Fur Balls "

Classically trained in the realist tradition of the old masters, Australian-born artist Krystii Melaine's art explores themes of the American West. Her work incorporates wildlife, cowboys, and Native Americans, and has won numerous accolades, including many Best of Show awards.

How did you come to be commissioned for the *Star Wars Art: Visions* book?

I first heard of the project through Big Horn Galleries in Cody, Wyoming, which represents me and a number of the other artists in the book. The gallery owner hesitantly said he had heard of a project that I might not be interested in, as it wasn't within my normal painting subject range. When he told me it was to paint an image from *Star Wars*, I immediately said I'd love to do it! I still remember the night I saw the first *Star Wars* movie in Adelaide, South Australia. It had a big impact on me. I loved painting monsters, dragons, and imaginary characters as a teenager, but the opportunity to paint such things as a professional artist doesn't come along very often. Once I had completed the painting, George Lucas decided to purchase it for his personal collection. [In the book, my painting appears much darker and redder than the original, which has a greenish background to indicate the forest setting.] I painted Han Solo with more natural skin tones, reflecting how he looked in the cool filtered light of the forest.

How different was this project from what you usually do?

I'm a portrait and wildlife artist, so a portrait of Han Solo with a bunch of Ewoks was actually quite close to what I normally paint. Han Solo was my favorite human character from the first moment he appeared on the screen. I loved the Ewoks as soon as I saw them in *Return of the Jedi*, so the decision of what to paint for the book was easily made. Apart from the clothes and weapons, and a higher level of intelligence and activity, Ewoks are pretty similar to the Koalas that I have painted. I approached them in the same way I do for any new species I want to paint—studying their appearance, anatomy, habitat, history, and personalities. I wanted to show them defiant and ready to face anything, to honor their essential role in the destruction of the second Death Star and the Rebel victory over the Empire!

Do you have a favorite Ewok?

I like them all, but there's a little guy in a reddish hood who was very busy getting into



the background of nearly every shot when the Ewoks catch Han, Luke, and the others in the forest. (He appears in at least 21 shots throughout that scene.) With that much determination, I just had to include him and placed him in the back left of my painting!

What are the challenges of capturing Harrison Ford's likeness?

Harrison Ford is so famous that capturing his likeness accurately was a huge challenge. His face is not perfectly symmetrical, and I resisted the urge to straighten his features. I spent a lot of time studying every image of

Harrison that I could find, in order to portray him as he really looked at the time and to capture his personality. *Star Wars* is a galactic Western in many ways, and Han Solo is very like the cowboys I know and have painted, both visually and in attitude. He was always armed and ready for any eventuality. I think he even wore the same clothes every day!

Have you any plans to do any more *Star Wars* art and if so, which character would you like to do?

I'd really enjoy painting more *Star Wars* art and when I first saw the book, it



inspired a whole bunch of new ideas for paintings. There are so many interesting characters and I'd love to paint their portraits. Imagine having some of those beautifully strange personalities sitting in my studio for a portrait painted from life. What amazing conversations we could have as I painted them!

EXPANDED

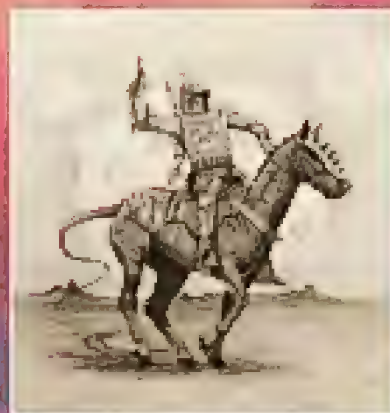
Visit Krystil's site at <http://krystilmetlaine.com/>

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A preliminary sketch of the finished piece (above).



An early idea, in which Boba Fett rode a strange, exotic horse-like creature.

ANN HANSON

"On the Hunt"

Ann Hanson paints with oils and pastels, and is noted for her very realistic and highly detailed work. Although she did a lot of science fiction and fantasy artwork in her youth, she now specializes in artwork in the Western genre. Her paintings have been exhibited across America and have been featured on numerous magazine covers.

Were there any other ideas that you toyed with before going for the Boba Fett image?
Yes, there were. The first sketch I submitted was a scene which included George Lucas reading to some children. They already had a few pieces with Mr. Lucas in them, so I went on to "plan B." I do a lot of Western art featuring cowboys. I really liked the idea of Boba Fett as the misunderstood bad guy with a cowboy-like attitude.

What were the challenges of painting a creature that doesn't exist?
That was the really cool part—Boba Fett and Boga [the varactyl that Obi-Wan rides on Utapau] do exist, even if it is only on the big screen. I was able to use some of the original concept art as reference. Also, I had a great excuse to watch all the *Star Wars* movies over and over again!

How does illustrating fantasy differ from Western art?
I actually did a lot of fantasy work when I was younger. Of course, the subject matter is different, but my method is the same—extensive drawings, work out the design and composition, and make sure I know my subject well before I start painting.

What makes Boba Fett so popular?
As a bounty hunter, there is something innately romantic about him. I had a blast drawing him! He was a perfect choice with his guns in the air, galloping at full speed after his latest bounty; totally Western.

How long did the piece take to complete?
Because of the preliminary work taking a little longer than usual, I worked on this piece for a couple of months.

Have you any plans to do any more *Star Wars* art and, if so, which character would you like to do?
It is always fun to get back to your roots. I would love to revisit fantasy art again! I've been working on a series of cowgirls recently—there are lots of *Star Wars* women who would qualify! 🤠

EXPANDED

To see more of Ann's art, visit <http://annhanson.com>

UNIVERSE







A CERTAIN
POINT OF VIEW



FAMILY TRADITION

Was Anakin's change to the dark side provoked by the Jedi's aversion to emotion? Jason Fry abandons his Jedi teachings and digs deep.

"You must unlearn what you have learned."

That's Yoda's advice for Luke Skywalker, novice Jedi in training. But it's also good advice about Yoda's own teachings. One of the underappreciated themes of the *Star Wars* saga is how the Jedi's own traditions lead to their ruin, and how Luke saves the galaxy by refusing to follow those traditions, rejecting his Masters' teachings, and trusting his feelings.

That theme was present in the three movies of the original trilogy. But the prequels have deepened our awareness of it, showing us

how Anakin Skywalker and the Jedi Order were at odds from the very beginning and helping explain why he felt—and how his son redeemed him.

Consider our first view of the Jedi Council in Episode I *The Phantom Menace*. Anakin, separated from his mother Shmi and still in shock, is tested by a circle of intimidating Jedi Masters. When Yoda asks how he feels, Anakin replies, "Cold, sir." It's an apt description of how he's treated. When Anakin admits he misses his mother, a scornful Yoda says he's scared to lose her.

Angry, Anakin asks what that has to do with anything, and Yoda warns that fear leads to anger, anger leads to hate, and hate leads to suffering.

It's a line *Star Wars* fans love to quote, but consider the context: Yoda accuses a frightened child of being vulnerable to the dark side because he misses his mother.

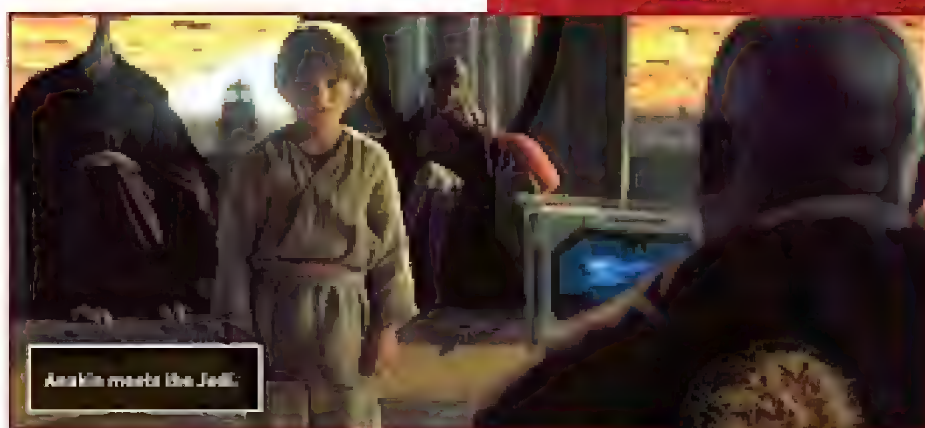
Rejected by the Jedi and facing an uncertain future—Will he be marooned on Coruscant? Returned to Tatooine?—Anakin meekly tells Qui-Gon Jinn that he doesn't want to be a burden. But he must have remembered that first encounter with the Jedi during his Padawan years.

At the end of *The Phantom Menace*, Obi-Wan Kenobi defiantly tells Yoda he will honor Qui-Gon Jinn's dying wish and train Anakin—whether or not the Council agrees. Obi-Wan gets his wish, but the greatest obstacle he faces isn't Anakin's preternatural ability with the Force, or Obi-Wan's lack of experience as a teacher. Rather, it's that Anakin knew his mother and Obi-Wan never did. Anakin must struggle with an emotional bond that Obi-Wan cannot understand.

Qui-Gon is known for defying the Council, and is kind to Anakin. But even he seems more concerned with Anakin's Jedi potential than with oppression on Tatooine. Qui-Gon doesn't regard freeing slaves as his business, and doesn't think twice about removing Anakin from his mother, who is left in slavery. The wealthy, powerful Jedi Order could easily have sent Jedi back to Tatooine to free Shmi, but we know from *Attack of the Clones* that this never happens.

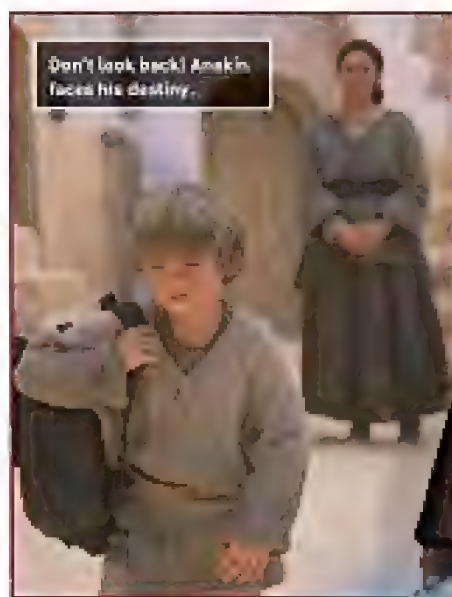
If Qui-Gon had lived, perhaps he would have arranged for Shmi to be freed, and been more sympathetic to Anakin's unique background. But he dies, and Anakin proves a difficult pupil for Obi-Wan and a rebellious Padawan. It's easy to imagine him fuming about his mother, abandoned as the property of Watto the Toydarian, while the Jedi Council sends him to help Obi-Wan with border disputes.

Anakin's downfall begins in Episode II *Attack of the Clones*. The movie chronicles his growing love for Padmé Amidala, memorably captured by a teaser poster that declares "A Jedi shall not know anger. Nor hatred. Nor love." In Episode II, Anakin's love for Padmé leads him

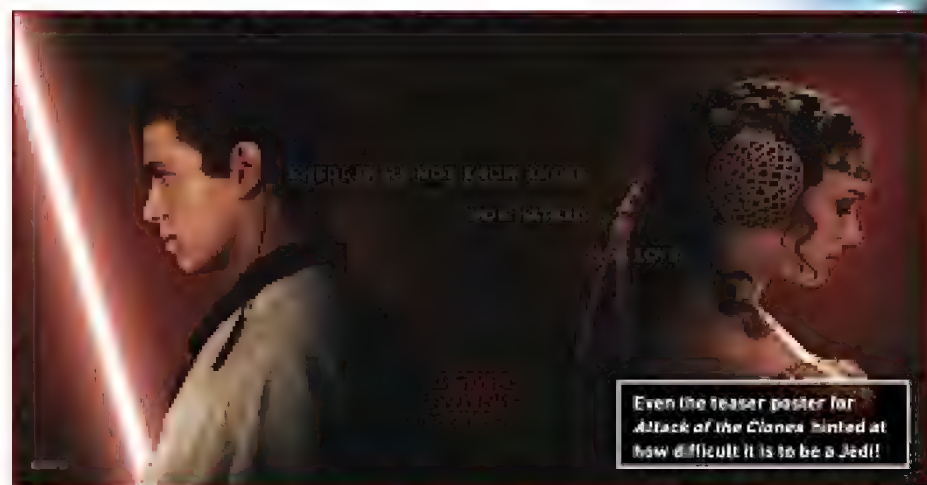


Anakin makes the Jedi.

astray, but it's the threat to Shmi that leads him into darkness. Anakin's mother is now the wife of Cliegg Lars, a moisture farmer who bought her from Watto and freed her. She has been captured by vicious Tusken Raiders, and her torment reverberates in the Force, reaching Anakin through his dreams.



Don't look back! Anakin faces his destiny...



Even the teaser poster for *Attack of the Clones* hinted at how difficult it is to be a Jedi!



Anger and the inability to let go collide when Anakin witnesses the death of Shmi in *Attack of the Clones*.

Anakin finds Shmi, but she dies in his arms, and he slaughters the Tusken Raiders who imprisoned her. Through the Force, Yoda and Mace Windu sense Anakin's pain—and Yoda hears the voice of Qui-Gon imploring Anakin to stop—but they can do nothing. It is Padmé who tries to comfort Anakin, reminding him that he's only human. Anakin's reply is chilling: "No, I'm a Jedi."

Standing at his mother's grave, Anakin laments that he wasn't strong enough to save Shmi, and vows not to fail his loved

ones again. That vow has terrible consequences, as we see in Episode III *Revenge of the Sith*. Anakin is haunted by a vision of Padmé—whom he has secretly married—dying in childbirth. This may strike us as the kind of nightmare that's normal for a young man awaiting the birth

of a child, but we have to remember Anakin's abilities with the Force: As Qui-Gon notes in Episode I, Anakin can see things before they happen. For Anakin, premonitions are predictions, and painfully accurate ones.

In Episode III, Anakin is driven to desperate measures to save Padmé, and ultimately loses her because of his own actions. But he turns to the dark side only when he thinks he has no other choice. First, Anakin confides in Yoda about his premonitions, without saying whom he's concerned about. Yoda's reply is useless for a terrified husband and father-to-be: "Death is a natural part of life. Rejoice for those around you who transform into the Force. Mourn them, do not. Miss them, do not.... Train yourself to let go of everything you fear to lose."

Anakin hears this cold advice in misery—and the Jedi Council then betrays him, as he sees it, by refusing to grant him the rank of Jedi Master. A frustrated Anakin is easy prey for the whisperings of Darth Sidious, disguised as Chancellor Palpatine. Palpatine says the Sith Lord Darth Plagueis could keep those he loved from dying, and Anakin's desperate hunger for this knowledge and power in the Force is what leads him to betray Mace Windu, become Darth Vader, and massacre the Jedi. His attack on Padmé leads to her death as Luke and Leia are born—the very thing Anakin sought to prevent.

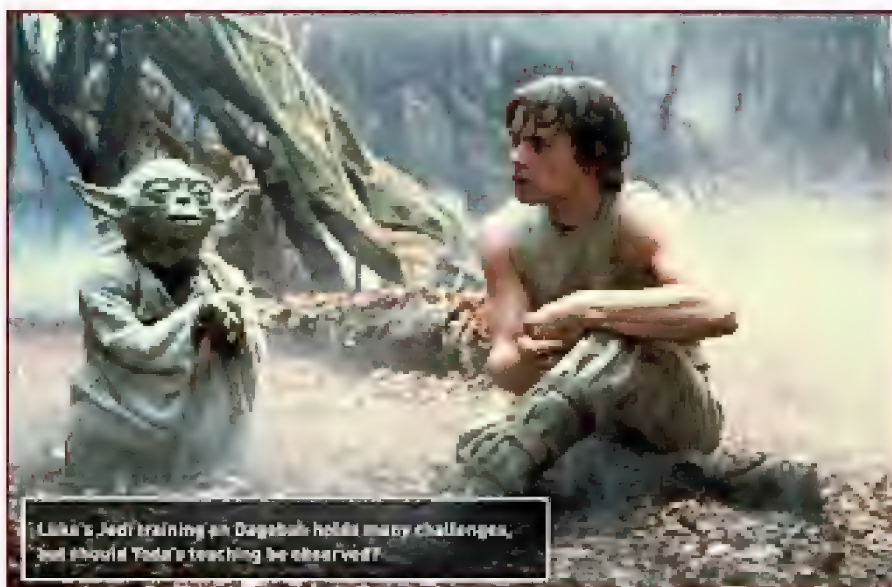
The original trilogy is about Luke discovering his true parentage and



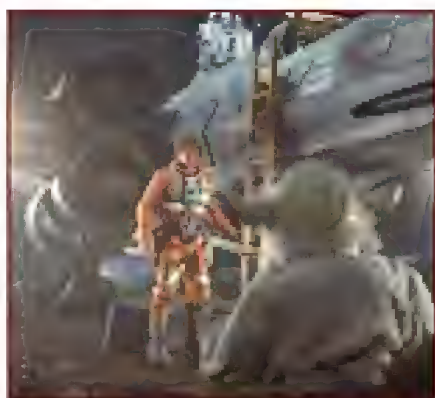
Palpatine at his most manipulative in *Revenge of the Sith*.



Mace Windu: The final barrier between Anakin and the dark side!



Luke's Jedi training on Dagobah holds many challenges, but should Yoda's teaching be observed?



learning the ways of the Force. But it isn't the Jedi code that helps Luke end the Sith's rule. Rather, he succeeds because he rejects the teachings of Yoda and Obi-Wan, representing the old Jedi Order. The Jedi failed to see the danger awaiting Anakin because they rejected or couldn't understand love and family. Luke succeeds because he embraces love and family, reawakening the good in his father, who then destroys Darth Sidious to save his son.

In Episode IV *A New Hope*, Luke learns the ways of the Force from Obi-Wan, who leaves exile on Tatooine in an effort to save Princess Leia Organa, Luke's secret twin sister. But Obi-Wan lies to him about his father's identity. Yoda later claims Luke wasn't ready for the burden of that terrible knowledge, but it also seems likely that Obi-Wan wanted to avoid the emotional attachment between child and parent, remembering that helped doom Anakin.

In Episode V *The Empire Strikes Back*, Luke becomes Yoda's Padawan, and there

are echoes of Anakin's training and the dilemmas he faced. Like Anakin, Luke is told he is too old to begin the training. Like Anakin, he has a vision of his loved ones suffering in captivity, and receives cold advice from Yoda, who tells him to sacrifice Han and Leia if he honors what they fight for. Like Anakin, Luke's attempt to rescue his friends backfires: He is nearly killed by Vader, and his friends must risk their lives to rescue him (after they had already succeeded in saving themselves, except for Han).

In Episode VI *Return of the Jedi*, things come full circle. But it's easy to miss that Luke disagrees sharply with his Jedi teachers about what to do. Obi-Wan and Yoda have trained Luke and push him toward a second confrontation with Vader. He is, they believe, the Jedi weapon that will destroy both Vader and the Emperor. When Luke insists there is still good in Vader, Obi-Wan retorts that "he's more machine than man—twisted



"I know there is good in you," Luke defies the Jedi and redeems his father.

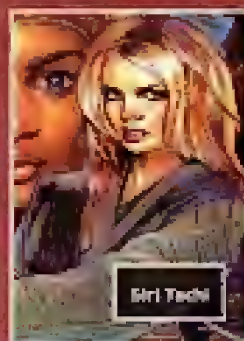
IN THE EXPANDED UNIVERSE

Many stories in the Expanded Universe beyond the movies deal with love, the Jedi code, and the Skywalkers' struggle with their passions.

The Jedi's reasons for rejecting Anakin for training are further explained in the back-story of Episode I. The Jedi take children from their parents very early, to prevent them from forming emotional attachments that they fear could cloud their judgment and prevent them from serving as impartial arbiters in galactic disputes.

In *The Clone Wars* series, Obi-Wan discusses the unrequited love between him and Mandalore's Duchess Satine, telling Anakin that when Yoda says a Jedi must not form attachments, "he usually leaves out the undercurrent of remorse."

And Jude Watson's Jedi *Apprentice* books introduce strong attachments between Qui-Gon Jinn and the Jedi Master Tahl, and between Obi-Wan Kenobi and his fellow Padawan Siri Tachi.



Siri Tachi

Karen Traviss created a rogue Jedi named Djinn Altis who rejects the Jedi teachings, allowing Jedi to form romantic attachments. Several of Traviss' novels contrast the Jedi attitude toward attachments with the tight family and clan bonds of Mandalorian culture.

Matthew Stover's Episode III novelization fills in a crucial part of the reason for Anakin's fall, and explains his fury at not being named a Jedi Master, a plot point that struck some movie viewers as office politics. As Stover explains, the Jedi's most-secret lore is restricted to Masters, and Anakin believes this lore includes how to save Padmé. When the Council refuses to make him a Master, his hopes of using this information disappear, and Darth Sidious has the opening he needs to convert him to the dark side.

The family bonds that are so important in *Return of the Jedi* are further explored in *Dark Empire*, the 1991 Dark Horse comic

series written by Tom Veitch. Luke's need to understand why Anakin fell leads him to confront Sidious, reborn through Force sorcery—and like Anakin, he is ensnared. In *Dark Empire*, Luke is saved by his sister's love, rather than by his father's. Leia joins her Jedi powers with Luke's, and Sidious' destructive Force storm washes over the Skywalker twins, rebounding on its creator and destroying him.

It's a deepening of *Return of the Jedi*'s lesson. That moment binds Luke and Leia together as Skywalkers and saves them, as the climax of *Return of the Jedi* bound Luke and Anakin and saved them. Once again, the keys to the Skywalkers' victory are love and family.



Luke—but he forgets about the fallen Anakin. Anakin has already endured Sidious manipulating him into losing his wife; now, he sacrifices himself to save his son, hurling his Master into the Death Star reactor shaft. He at last brings balance

and evil." When Luke says he can't kill his own father, Obi-Wan despairs, "Then the Emperor has already won."

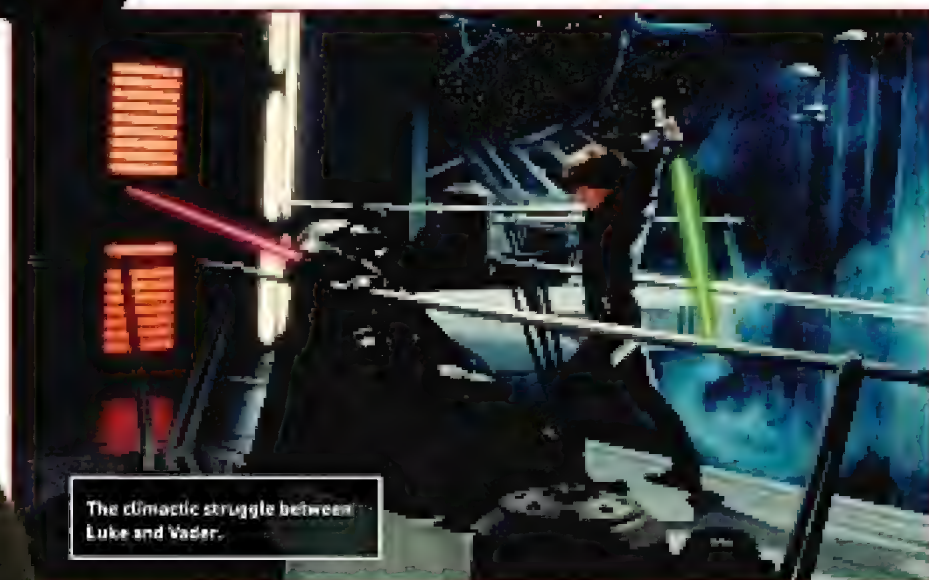
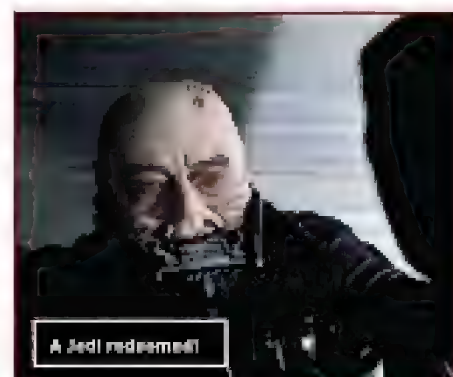
But Obi-Wan could not be more wrong. It is precisely because Luke can't kill his own father that he defeats the Sith. On Endor, Luke reaches the man behind the mask by addressing Vader as father and as Anakin Skywalker. Vader rejects that name, saying it "No longer has any meaning for me," but he sounds regretful when he tells Luke that "It is too late for me, son."

It isn't. Aboard the second Death Star, Luke pulls back from the dark side, refusing to kill Anakin and take his place as Sidious' apprentice. He tells the Emperor that "I am a Jedi, like my father before me." Rejected, Sidious tries to destroy

to the Force, as prophesied long ago. It isn't Jedi teachings that save the galaxy, but bonds the Jedi tried to forbid—such as the love of a father for his son and a son for his father.

Emotional attachments, in other words. ♫

Jason Fry is the author and co-author of more than a dozen Star Wars books, including The Essential Atlas and the forthcoming The Essential Guide to Warfare. He lives in Brooklyn, N.Y., with his wife, son and about a metric ton of Star Wars stuff.



STAR WARS INSIDER SPOKE TO **RYAN ZIEGELBAUER**, ONE OF THE CREATORS OF THE AMAZING *STAR WARS* MINILAND EXHIBIT AT LEGOLAND CALIFORNIA, FOR A BEHIND-THE-BRICKS LOOK AT HOW THE PROJECT CAME TOGETHER. **INTERVIEW AND PHOTOS BY TONY A. ROWE**



**MINI
MAGIC!**

Luke Skywalker attacks
an AT-AT



his summer, LEGOLAND California celebrated *Star Wars* Days with a weekend of games, prizes, and costume contests. The feature attraction

was the new *Star Wars* Miniland exhibit: scenes from all seven *Star Wars* movies, including *The Clone Wars*, built from over 1.6 million LEGO bricks. Each scene features lights, sound effects, animations, and an incredible attention to detail. *Star Wars* Insider spoke with master model builder Ryan Zieglerbauer to find out how it was put together.

How did the *Star Wars* Miniland project get started?

Most LEGO fans and model builders are *Star Wars* fans. They've gone hand in hand for well over 10 years now. We've always wanted to do something like this. There are initial concept drawings that go back to 2004!

One of the initial ideas was just to show everything that happened on Tatooine. It would be cool, but it's just a desert.

**"WE'VE ALWAYS
WANTED TO DO
SOMETHING LIKE THIS.
THERE ARE INITIAL
CONCEPT DRAWINGS
THAT GO BACK TO 2004!"**

RYAN ZIEGLERBAUER, MASTER MODEL BUILDER

We wanted to cover interesting planets and have diversity. We finally decided that each movie would get an iconic scene. There are limitations to what we can build with LEGO bricks. Some things are just too big or wouldn't look right. Like, you don't see any space scenes here. That's something that would be better indoors. For now we just wanted to capture the main scenes, some of the main duels, and ships that appear on a planet's surface.

What research do you do before building? We have a couple of great resources. One is the films, of course. We compiled a DVD with clips of all the individual scenes we wanted to create. Then there's the *Star Wars Visual Dictionary* series by DK Books. We use those as reference very heavily. There are a lot of times when you're building a ship with some little detail like a vent on it. You might think, "Do I leave this off or can I build it with a different piece?" It's great to read the book that tells a story about that detail. That helps you design a bit differently, knowing what it would be used for. Also, there are a lot of things I didn't know about certain

The *Millennium Falcon* about to blast off from Mos Eisley.



characters, like finding out that Han was kicked out of the Imperial Academy. Little details like that make the *Star Wars* story so interesting.

When I designed the Leia models, I looked at photos and took some screen shots to get her hair as close as possible to how it looks in the movies. It's a similar process to what we do when we build San Francisco or New York. We look at photos and, if possible, go on site and get shots ourselves. There are certain angles that you can never see unless you are there. If you are building it, you want to get it right; you want to get the details of the foundation and the windows. Since the *Star Wars* world doesn't exist, we can't go

"WE'LL WORK ON A PROTOTYPE, AND WHEN WE HAVE SOMETHING WE REALLY LIKE, A REPRESENTATIVE FROM LUCASFILM WILL FLY DOWN TO APPROVE ALL THE MODELS."

RYAN ZIEGELBAUER, MASTER MODEL BUILDER

there. Our best resources are the Internet, screen shots we take ourselves, watching the films, or the books.

What is the design process like?

We design prototypes unglued. We create a few different designs or different hairstyles, different heads, different weapons. We work with it until we get something that we like, always bouncing

ideas off each other. Maybe somebody is doing a Jedi with different ideas for a pose that I can transfer to the Jedi I'm working on. Maybe we can collaborate. With the Jedi, a sense of motion is really important, especially in our Episode II area where all the Jedi are battling at the same time. We'll work on a prototype, and when we have something we really like, a representative from Lucasfilm will fly



The Imperial landing platform on Endor



Anakin takes on Obi-Wan in a mini-battle on mini-Mustafar

down to approve all the models. Once we get approval, we glue the models up and protect them with a UV coating. The work isn't done then, since it still has to be installed. It was fun to set things up so they look as close to the film as possible. I'd take a screen-shot of a scene, like in the trench on Hoth, and make sure all the guys are in the right places.

How did you move the *Millennium Falcon* into place?

We used a forklift. It's not that heavy, but it is bulky and needs at least two people to move it. That model was built in Germany. The German model shop was the only one that wasn't busy with lots of other stuff at the time we decided to do *Star Wars*. They



Was Ewley in miniature

built a lot of the models you see in the park.

We want to make sure the details are right so we filled in the gaps if anything was missing. We were the first park of the three to get the *Star Wars* Miniland area and we had to come up with a lot of designs at the last minute.

Do builders specialize in different types of LEGO construction?

Yes. Miniland scale is my favorite and is sort of my specialty. The *Star Wars* Miniland is about 1:20 scale, almost 3-and-three-quarter-inch action figure size. Other people are into building large sculptures, like the big dinosaurs, Chewbacca, or Darth Vader. For me, I really like the details. My background is

in urban planning and architecture. With 1:20 models of buildings I get to use those skills.

With ships and some structures, we sometimes alter the scale. If they were built to scale they would be too big. The Ender landing platform is a good example of that. It would be gigantic if it was built to the correct scale.

Do you use other techniques, such as forced perspective?

Absolutely. We start at the bottom of a building at 1:20 scale and the top might be 1:50. It varies depending on the building. Some of the New York skyscrapers would be 80-feet tall if they were actually to scale.

"RABBITS, RACCOONS, AND OTHER ANIMALS IN THE PARK KNOCK OVER MODELS AT NIGHT. EVERY DAY, A FEW PEOPLE RESET THE MODELS AND MAKE SURE EVERYTHING IS IN PLACE."

RYAN ZIEGELBAUER, MASTER MODEL BUILDER

Can you describe a typical day of work at LEGOLAND?

First, there is no such thing as a typical day here. Before the park opens, I'll take my tools and ride around on a trike to fix any damaged models. Stuff breaks all the time, but we fix it as soon as we can. Rabbits, raccoons, and other animals in the park knock over models at night. Every day, a few people reset the models and make sure everything is in place, that the cars are running on loops, and all the animation is working.

Then, I go back to the model shop to continue working on my current building project, which can change hourly. Some projects include a computer design, such as a photo mosaic. If we are doing a big installation we might need some equipment, like a crane, to put things in place. We may get a team of people together to help lift a big building. There is no day that has ever been the same as the one before.

How did you become a master model builder?

Part of the master model builder selection process is a big competition. I have wanted this job for a while, and the first competition I did was in 2006 in Chicago. We had an hour to build a pirate-themed model, so

I built a sculptural pirate face with a knife in his mouth. I was one of four finalists from Chicago to come to LEGOLAND in Carlsbad to compete for one job opening. It was three days, lots of sleep deprivation, stressful, and pretty intense. There were 23 other talented people and we had different themes to build, such as a face and a sculptural egg. All events were timed, and we were judged on our technique and knowledge of the bricks. The competition culminated in a two-hour-long build to create anything that we

thought should be in LEGOLAND. I wanted more space stuff, so I built a big alien head.

I wasn't selected at that time, but I got a call-back later. I did the process again a couple years afterwards and it finally worked out. It was a lot of fun and really interesting to see what other talent is out there.

Do you have any advice for future master model builders?

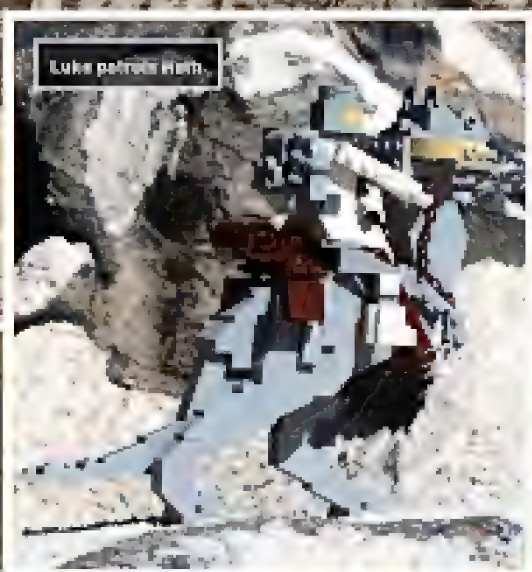
My interest and expertise is really in the Miniland scale, but sculpture is important,



A starfighter exits the hangar on Naboo!



Luke pilots his...



The might of the Droid Army!



too. You need to be able to do both. Sculptural models usually aren't created at home because you may not have enough bricks. It takes a lot of bricks to fill a certain volume. Start working on spheres and other shapes, like eggs or faces. It's also good to see what other people are doing online. You may learn some new techniques or ways that bricks fit together that you didn't know were possible. Collaborating with friends is really good, too. You can split the cost of the bricks, build it together, and feed off each other's ideas.

Were you a fan of LEGO as a kid?
The first set I got was a birthday gift when I was three years old. It was a space vehicle,

"WHEN I WAS A KID, THERE WERE NO *STAR WARS* LEGO SETS, SO WE MADE OUR OWN. I REALLY LIKED ENDOR, SO MY BROTHER AND I WOULD BUILD LITTLE SCENES IN THE VEGETATION!"

RYAN ZIEDELBAUER, MASTER MODEL BUILDER

a little moon crawler. After that, I got a fire truck and it grew from there. My younger brother was into LEGO as well; we fed off each other, working on different things.

When I was a kid, there were no *Star Wars* LEGO sets, so we made our own. I really liked Endor, and my brother and I would build little scenes in the vegetation. One thing I put together in *Star Wars* Miniland is Luke with his lightsaber cutting a speeder bike in half. I had built that same scene when I was a kid. It was interesting to do it again here with unlimited resources, like having real redwood trees to put it under.

Over time, we got lots of bricks. Since it was the only toy I was interested in, there was a lot more of it than most kids had. Friends would come over and be amazed at how much LEGO we had, but I had to earn it myself. If I wanted something, Mom would say, "you have to buy that set yourself." It took a lot of time. ☺

EXPANDED

Star Wars Miniland exhibits are also now open in LEGOLAND Billund and LEGOLAND Germany.

UNIVERSE

The beach battle on Kashyyyk



Obi-Wan vs. the acklay!



ROGUES GALLERY

THE UNUSUAL SUSPECTS

Who's Who in Mos Eisley by Leland Y. Chee

ATHELOE

Species: Lutrillian
Homeworld: Lutrillia

REEGESK

Species: Ranat
Homeworld: Aralia

WIOSLEA

Species: Vuvrian
Homeworld: Vurdon Ka

KAL FAS, SA'TORR

Species: Saurin
Homeworld: Durkteel

TAKEEL

Species: Snivvian
Homeworld: Cadomai

OWNELLCO

Species: Lutrillian
Homeworld: Lutrillia

THUKU

Species: Rodian
Homeworld: Rodia

ZUTTON

Species: Snivvian
Homeworld: Cadomai

KABE

Species: Chadra-Fan
Homeworld: Chad

MOSEP BINNEED

Species: Nimbanel
Homeworld: Nimban

KHAA, JAWSS

Species: Nimbanel
Homeworld: Nimban

A detailed illustration of Jedi Master Pong Krell, a reptilian character with a scaly, brown and tan head and body. He is wearing a brown Jedi robe with a wide collar and a belt. He is in a dynamic, forward-leaning pose, holding a glowing blue lightsaber with both hands. His right arm is extended forward, and his left arm is bent. He has a determined expression. The background is a bright blue, slightly blurred, suggesting a high-speed or action scene. A small, dark rectangular box with white text is positioned above his head.

Jedi Master Pong Krell

ANIMATED DISCUSSION



Keith Kellogg. Photo by Joel Allen

Can you describe the role of Animation Supervisor and what the job entails?

We have three studios working for us currently, so basically every studio submits their shots to me on a daily basis. We're working on multiple episodes at any given time, and I review these shots—around 80 to 100 of them each day—and I make notes on them. There are also many times where I will record myself, as sometimes this is the easiest way to get across my thoughts on the performance.

There's also a lot of work that is done upfront, earlier in the design process of the episode. From the start of the show, the assets are created. These are modeled, both in-house and overseas from the amazing designs on the show. I'll give feedback on these and make sure that the

KEITH KELLOGG CERTAINLY MADE AN IMPACT WHEN HE JOINED THE PRODUCTION TEAM BEHIND *STAR WARS: THE CLONE WARS* AS ANIMATION SUPERVISOR AT THE END OF SEASON THREE—ESPECIALLY WHEN HE BROUGHT CHEWBACCA WITH HIM! *STAR WARS INSIDER* TALKED TO KELLOGG ABOUT HIS WORK ON THE SHOW SO FAR, AND ABOUT LIFE AS AN ANIMATOR. **INTERVIEW BY JONATHAN WILKINS**

characters can move properly. We also have rigging dailies to take a look at the upcoming characters in the episodes. This is to make sure that they meet the deformation and motion requirements that are necessary for the show. Sometimes a still image can look good, but we have some really crazy designs and outfits—plus the armor of the clone troopers—so you have to make sure that it all works onscreen.

You started working on *The Clone Wars* at the end of Season Three. What are the biggest challenges you've faced so far on the show?

With every episode we're creating new characters, new locations, and new designs—so each and every show has its own special set of challenges. Obviously, we have our main characters: Anakin, Ahsoka, Obi-Wan and so on, but with different story arcs we also get to delve

into other characters that people haven't seen in the *Star Wars* universe yet. It's a lot of work creating those characters on an episodic basis, and making sure the character stays consistent across our three animation studios.

Which is the bigger challenge on the show: creating a new character or animating an existing one?

To me, it's creating a new character. Occasionally, due to different production and scheduling things, we have different studios animate a new character. That's a big challenge, because there's a lot of different ways to animate a character. A really great example of that was Pong Krell in the Umbara quadrilogy. He was created across two different studios, with each doing two episodes. A lot of my job is trying to make sure that we maintain a complete character with all the subtle characteristics intact.

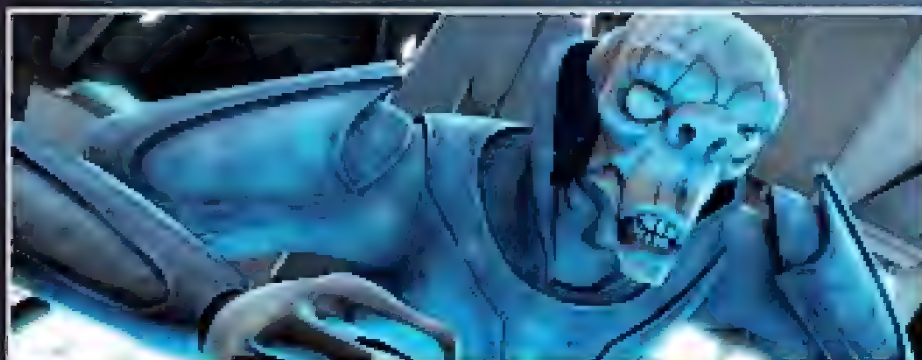
Speaking of characteristics, is it difficult to make sure all the clones in the show are different?

The challenge is finding their different personalities. The upcoming arc on Umbara is mainly about clones. Obviously, they all look the same, so trying to make sure the audience could tell them apart by both their body language and facial expressions was a big challenge. Some clones would be more questioning, so I'd have their inner eyebrows up just a little bit, just to kind of get that subtle nuance across that this is the one that's questioning the orders. There might have been another who is angry about what's going on, so maybe his brows were down a bit more, his lower lids up slightly more, just subtle little things like that.

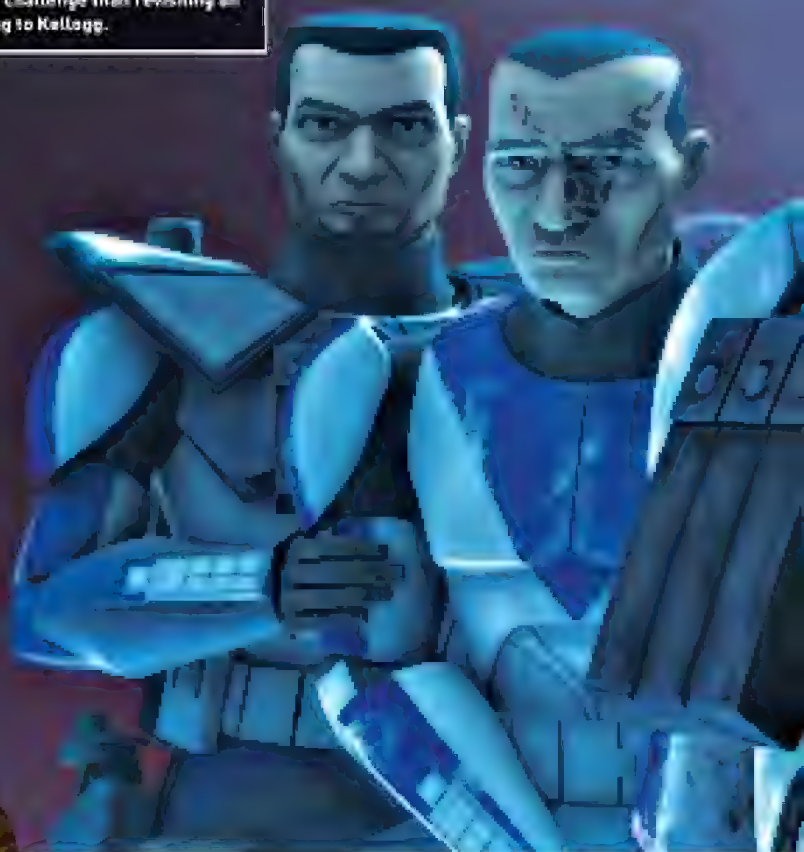
"YOU CAN PUSH THE VILLAINS PROBABLY ABOUT 20 PERCENT MORE THAN WHAT YOU CAN DO WITH YOUR HEROES."

Do you have a favorite character?

I tend to like the villains, just because they can really chew up scenery; you can be a little more aggressive with them, have little jaw-rolls here and there and little nuances in the face. It might be a facial tic like we had with Osi Sobeck in "The Citadel." Whenever he spoke to Count Dooku, we gave him a little bit of an eye-twitch to show how nervous he was. With villains, you can push them probably about 20 percent more than what you can do with your heroes.



Osi Sobeck from Season Three's "The Citadel." Creating a new character is a bigger challenge than revisiting an existing character according to Kellogg.



You brought Chewbacca into the show—are there any other classic characters you'd like to see?

We just got to do Ackbar in "Water War," which was really cool. To see him as his younger self, commanding an army in the field was really fun, and to be able to see him mentor Lee-Char was great.

I liked seeing Tarkin come back; it gave the audience a glimpse of what he was like when he was young. As we keep going through Season Four, I'm sure you'll start to see some more classic characters that have been brought back, but I'll just wait for those to surprise you as they come!



THE CHEWBACCA CHALLENGE

Keith Kellogg reveals how Chewbacca was brought into *The Clone Wars*.

"When we introduced Chewbacca to the show, it was the first time the world had ever seen Chewbacca being performed by somebody else. [Original Chewbacca actor] Peter Mayhew was really heavily involved in our recreation of the character and he gave us subtle ideas of how Chewbacca should behave. Peter is the only person to have ever portrayed



Classic character Achi bar.


Clones! The same, yet unique.

Chewbacca, and we tried to make sure we were true to his vision. We made sure we incorporated the fact he's not as aggressive as some of the other Wookiees, and he's a little more curious, and that he has the movie-Chewbacca's little bow-leggedness. Hearing all that from Peter's perspective helped us to bring that character to life.

"There was also a technological advancement because we had moving fur for the first time. Chewbacca was an incredibly heavy character to animate; the animators struggled a bit at first, because of how dense he was, but we came up with ways we could help with that."



Count Dooku's sinister smirk!



Fire power! Kellogg's work adds drama to the show's action sequences.

How has it been working with some of the guest directors?

There have been some really big names, for sure. Duwayne Dunham's episode was an incredibly challenging thing to do because we were going underwater for a three-episode arc. We had to create all-new environments and the characters had to be constantly treading water and moving. I chose a lot of the underwater fight scenes from *Thunderball*, the James Bond movie, as reference for the animation studios to look at, and I'd constantly be sending them clips of other things. Reference is always the key. Duwayne also pushed us on the amount of characters that we use, and we'll be seeing a lot more of that in Season Four. We've started using

Massive at some of the studios, which is a crowd software package, and we'll be using more of that and fleshing out the universe. It all adds to that level of realism.

Another guest director was Walter Murch, who worked on the Umbara arc.

"WE WANT TO SHOW THAT YOU CAN MAKE SOMETHING REALLY AMAZING AND BLOW PEOPLE'S SOCKS OFF ON NOT AN INCREDIBLY HUGE BUDGET."

Everybody around the studio was obviously really happy he was here and learned a great deal from him. He's got so much experience. You can really see his camera-work and all the details in the Umbara arc; you feel like you're down in the actual trenches, fighting alongside the clones.

When you're working, do you study the actors at all, and how closely do you work with the voice actors?

One thing I've always found to be a really big help in animation is filming the actual ADR [Additional Dialogue Recording] sessions of the actors. You can see what the actors were thinking and get an idea of what their emotions were when they recorded the scenes. In studying the performance, you always find little things that you can bring out that take the performance to another level.

Some of our animators don't actually speak English, and it's a real challenge for them to animate lip-sync. So to actually be able to show when the mouth is opening and closing, and what the different shapes are, helps them a great deal.

Would you say that the animation is stylized or is it striving to be more real?

It's a stylized realism. We're definitely more realistic than a lot of animated shows are, but we do still have a specific style that we're trying to hit. We have a very angular kind of design and I try to emphasize that angularity a little bit. Making sure that we have really strong poses is a big deal, especially when lightsabers are blocking blasters. We definitely are stylized, but there is also a high level of realism.

As the show advances, can you tell me what you think is the next step in animation?

In any animated show, sometimes there can be little things which draw you out of the story—for instance, if a walk looks a little stilted or you suddenly realize that something doesn't look quite right. My biggest goal was to make sure that none of those things appeared on-screen. The second task I wanted to accomplish was really pushing both the facial performances as well as the acting in order to bring a new level of animation to *The Clone Wars*.

Also, we have so many different kinds of characters and a lot of them walked the same and did similar things, so, later on in the season, you'll see that different species will start to have a little bit of a different walk and different gait. We've tried to give them some personality through that.

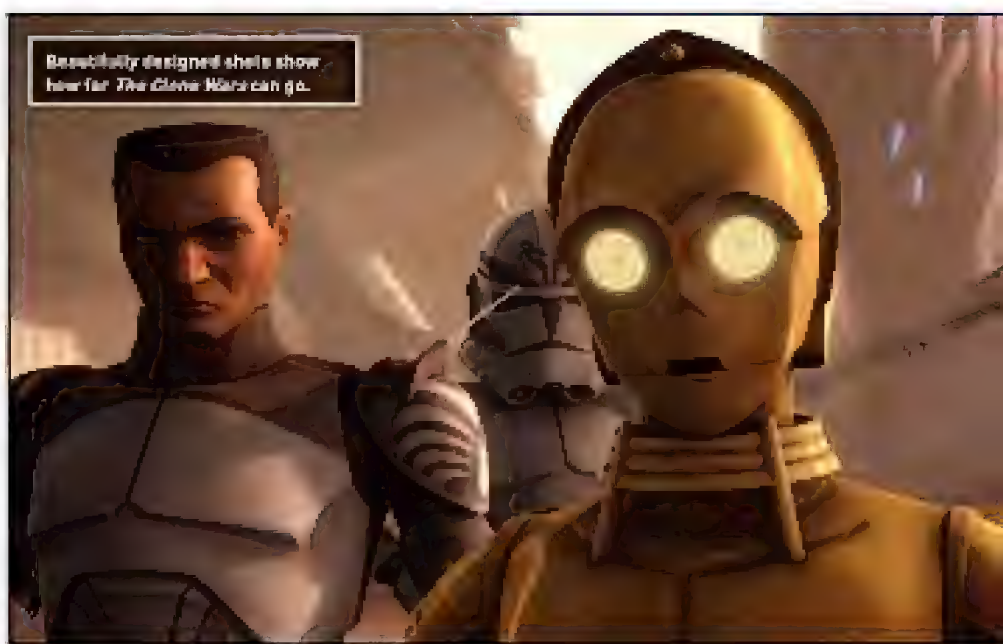


Anakin and Obi-Wan fight it out!

What excites you about the future of the show?

Our biggest thing with *The Clone Wars* is just to try and keep pushing and see how far we can go. Both Joel Aron, the CG supervisor, and myself, really want to push the show to a place it hasn't been and push television animation further. We want to show that even if you don't have an incredibly huge budget, you can still make something really amazing and blow people's socks off.

On our show, there's a whole lot of drama, which is something you don't see in many other animated shows. We are starting to portray very real situations and trying to make sure that the acting looks as real as possible. We're trying to take TV animation to the next level and my goal was to try and do feature animation every week on a TV schedule. This season, you'll start to be able to see everything that we've been pushing for. 🍌



Beautifully designed sets show how far *The Clone Wars* can go.

GETTING ANIMATED

Keith Kellogg discusses what made him want to get into animation.

"Animation was where I always wanted to go. Movies such as *Star Wars*, *Jurassic Park*, and *The Abyss* are what really got me into the whole medium of CG animation, but getting a job as an animator at a well-known studio right out of school was rare. So I started out working in matchmove at Roland Emmerich's visual effects studio Centropolis. Then I was able to work my way into animation and have been fortunate enough to be there ever since. I've always had a drive for both art and technology and thought that computer animation was the best blend of the two. I loved seeing those amazing images that directors were putting up on screen, like the first time the dinosaurs appeared in *Jurassic Park*, and obviously all the *Star Wars* movies and the prequels. All that kind of stuff was running through my head constantly, so being able to get to do some of that and work with the live-action stuff was a lot of fun."

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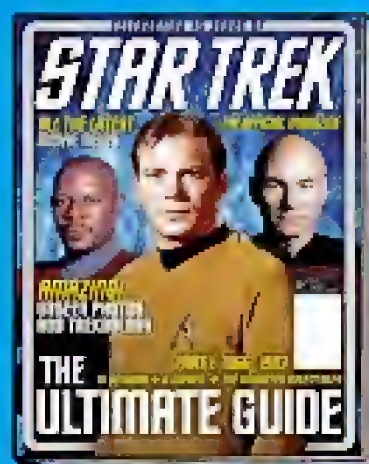
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THE WOOKIEE IS MY CO-PILOT



THE *STAR WARS* GALAXY IS FULL OF TALES OF CAMARADERIE, OF FRIENDS WORKING TOGETHER TO OVERCOME IMPOSSIBLE ODDS. THIS IS ALSO TRUE OF ROLE-PLAYING GAMES (RPGS) BY BIOWARE, CREATORS OF *STAR WARS: THE OLD REPUBLIC*. AS THE GAME HITS STORES, *INSIDER* SPOKE WITH JAMES OHLEN, SENIOR CREATIVE DIRECTOR AT BIOWARE, ABOUT CREATING COMPANION CHARACTERS IN A MASSIVELY MULTIPLAYER GAME. **INTERVIEW BY TONY A. ROWE.**



What experience does the BioWare studio have in creating memorable companion characters for games?

Companion characters have been a staple of BioWare RPGs since the days of Baldur's Gate (1998), almost since the existence of BioWare. We've brought them to Star Wars: The Old Republic and made sure the fans of BioWare RPGs are going to recognize all the things they loved in companion characters from our previous games.

Could you describe a few specific companion characters in the game? Can a Smuggler player emulate Han Solo and find a co-pilot like Chewbacca?

Yes, the Smuggler can get a Wookiee. The Sith Warrior can get a corrupted Jedi (imagine if Darth Vader had succeeded in turning Luke to the dark side). The Trooper can get a powerful war Droid.

What kinds of roles do companion characters fulfill? Why do players want to have them around?

Companion characters are an important part of combat. They have a full suite of abilities, they level up, they have a character class, and you can equip them with items. They count as full characters.

In addition, they have a huge story role in the game. When you first meet them, they have a large story arc that introduces you to them and their involvement in the conflict on their world. Once they join the party, they have storylines that can be unlocked by improving your "affection" score with them. Some companions will unlock new quests or even romances if your affection score is high enough.

They also add to your story by commenting on events in the [game]. When you are

in conversation with a non-player character (NPC), they may interject. They comment on the worlds you visit. In space combat, they are your co-pilots and inform you about what is going on. In normal combat, they have a lot to say during a battle. They really liven up the fight and add some flavor to it; they make it seem more action-packed.

In addition, we have a crafting system called "Crew Skills." The companion characters learn skills to craft weapons, armor, and a whole variety of different items. They also help the player gather components for the crafting "recipes" in order to create more items. They help sell your items. So you don't run out of inventory space, you can send your companions out to sell extra items. This makes it a lot easier on the player. You can also send them on diplomatic missions or treasure hunting missions. These missions improve their skills and they may come back with something really cool for you. They're very useful.

It sounds like they take a lot of hard work off the player's hands. How many companions can a player have in the game?

You will have a stable of up to five companions. While adventuring in the world with one companion character, your other four companions can be busy

**SOME
COMPANIONS
WILL UNLOCK
NEW QUESTS
OR EVEN
ROMANCES!**





on missions, crafting items for you, or going off to sell equipment you don't need.

You can only ever have one companion with you at a time. Of course, you can switch them in and out easily. If you are having trouble with a fight using a ranged weapon companion and want to switch him out for a healer companion, you can do that.

Does each character class have its own unique set of companions or do some companions appear in more than one class story arc?

Each class has five unique companion characters. When we initially designed the companions, we tried to share them across different classes.

We discovered that we couldn't make it work without sacrificing the quality of the storytelling.

How can a player customize their companion characters?

There are two major ways to customize your companions: First, you can customize what they wear and which weapons they use. They use the same equipment system as the main player so they can get your hand-me-downs. When you find new armor, you can give your old piece of armor to a companion.

If you are playing a Jedi, you may find an awesome blaster pistol that you can't use, but can give it to a companion who can use it. In addition, you can completely modify a companion's appearance. We have several appearance types that customize the companion's face, skin color, hair, and allows you to make them look the way you want them to look.

Can a player's actions affect a companion's beliefs or world view?



Your actions certainly have an impact on their story. You can change their world view, especially if you get their affection high enough to form a close friendship or romantic engagement. There are some companions that you can guide to the light side or the dark side, but not all characters are like that. For example, a Smuggler character probably doesn't care [that much].

How quickly does a player gain their first companion?

Within the first four or five hours of the game. We let you play the game to get used to your main character and the rest of the game elements. Once you are close to finishing your origin world, your first companion will join you. We introduce the first companion a lot earlier than that because they have a major impact on the

origin world's story. It's also a way for us to get players emotionally invested and really want the companion to be a member of their party.

Can a player ever permanently lose a companion, either due to character death or if their affection score drops too low?

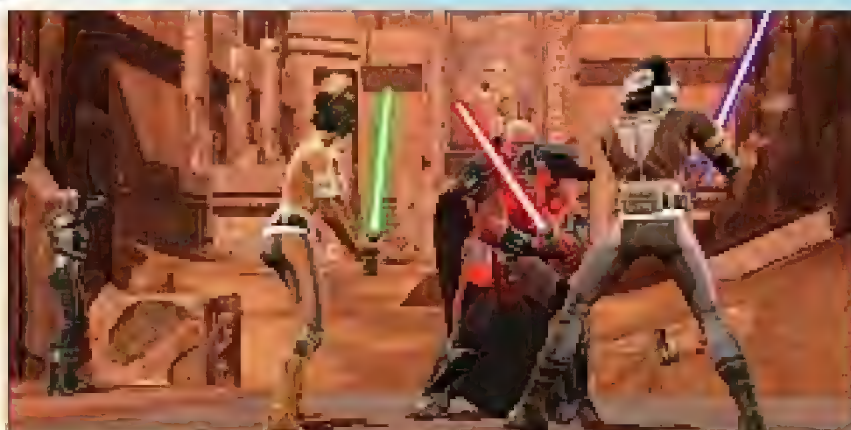
Players cannot permanently lose their companion characters. We originally had this in the design, but it turned out to be a terrible idea once we started testing.

Are there any other massively multiplayer online (MMO) games with a companion system like the one in TOR? Other MMOs have pets and a few have NPCs (Non-playable characters) who can join your party. No other MMO has ever had fully-fledged companion characters with their own abilities, personalities, and voices.

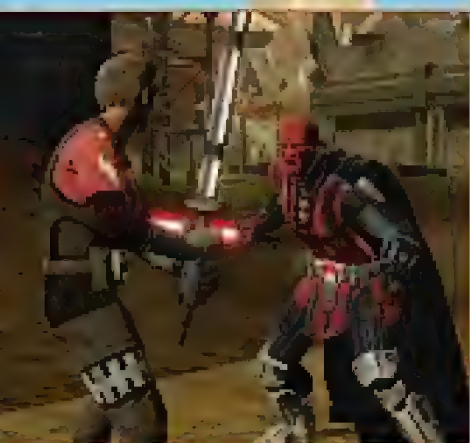
How do TOR's companion characters compare with pets from other MMO games?

An average MMO has a pet that can follow you around with a limited selection of abilities, usually three or four. A pet has no personality or story. You may have some emotional bond with them because you are able to level them up or train

THERE ARE SOME COMPANIONS THAT YOU CAN GUIDE TO THE LIGHT SIDE OR THE DARK SIDE.



OUR
COMPANION
CHARACTERS
HAVE TO
ALWAYS BE
SMART...





slot. If you have two players together and a party's maximum size is four, they can have both companions join them. When four players are together, then none of the companions can join because all four slots are taken up.

What was the biggest challenge to overcome in bringing BioWare-style companions, designed for single-player games, into a massively multiplayer environment?

Our AI has to be really good. Unlike other BioWare games, players don't have the ability to pause the game at any time; it's real-time, all the time. Our companion characters have to always be smart and useful. In other BioWare games, if your companion wasn't doing what you needed in combat, you could pause the game and repurpose them to do what you want. In TOR, that's not possible.

We also have the challenges that come with any AI character in a game, like path finding (navigating around obstacles from one point to another). We have to make companion characters look intelligent, not like 'bots going off and doing dumb stuff. AI path finding is a system that has caused a lot of pain on every project I've ever worked on.

Can the player control how a companion behaves in combat? They may be very intelligent, but can a player decide whether a companion acts offensively or defensively?

Players can completely customize the AI of their companion character. They can turn off any and all abilities that a companion character uses. ☺

them. However, it is nothing like having an actual character with you.

At BioWare, we continue to make the characters in our games feel more and more real—more like characters you can fall in love with and remember. When people think back to the original *Knights of the Old Republic*, what they remember the most (besides the big plot twist) are the companion characters that joined them on their adventures. They remember them because they seem like real people; they are just as impactful to them as their favorite characters from a movie or a book. You don't get that in a pet system.

Can a player bring a companion with them into any aspect of the game?

You do not bring your companion characters along into Warzones or for Flashpoints or Operations with full parties. Since companions are considered to be full members of your party, they take up a party

EXPANDED

Star Wars: The Old Republic will be available globally from December 20.

UNIVERSE



COMING TO A GALAXY NEAR YOU!

2012 IS SHAPING UP TO BE ANOTHER HUGE YEAR FOR *STAR WARS*. *INSIDER* ASKED SOME NOTABLE FANS WHAT THEY ARE MOST LOOKING FORWARD TO IN 2012.

FEBRUARY 10

THE PHANTOM MENACE BACK IN THEATERS!

One of the things that we keep saying on the ForceCast is that there's never been a better time to be a *Star Wars* fan. While I truly believe that, I cannot help but reflect back to the year 1999 and the seemingly insatiable anticipation for the release of *The Phantom Menace*. It wasn't just a desire for that movie specifically, but for an entirely new trilogy of films—something we believed had been promised to us since at least *Return of the Jedi* in 1983.

My affection for Episode I has only grown over the last 11 years to the point of full-on nostalgia. Many cynics are saying that the era when *Star Wars* dominated cinema is over. I say, "See you in line this February!"

Jimmy "Mac" McInerney, The
ForceCast.com



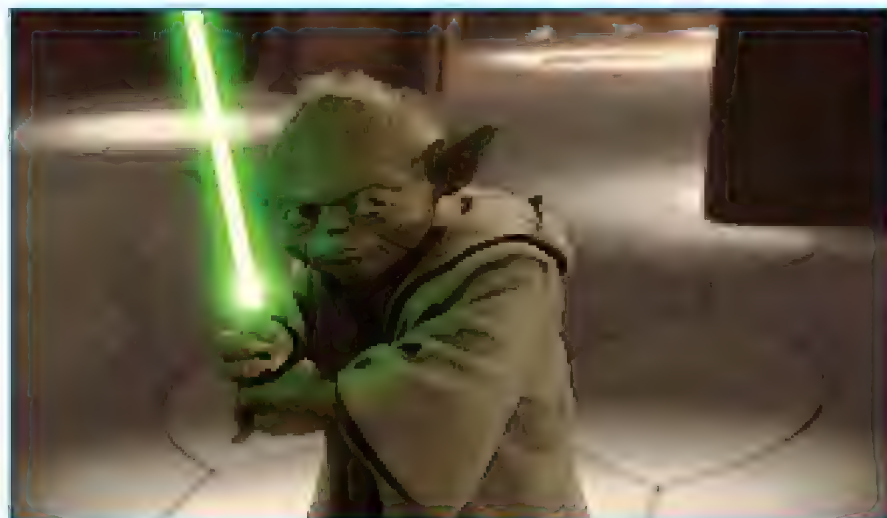
MAY 16

THE FORCE AWAKENS

ATTACK OF THE CLONES IS 10!

What's top of the [Great] "Heap" in 2012? For me, the anniversary of *Attack of the Clones* nudges it. Why? Well, look at what the second prequel brought to the table: the commencement of the Clone Wars; we learned more about Boba Fett; met Bail Organa for the first time; witnessed Master Yoda's fighting skills; and saw Mace Windu's purple lightsaber. We even saw an astromech droid fly. And most importantly, Anakin taught us that sand is "coarse and rough and irritating and it gets everywhere."

Mark Newbold, Jedi News



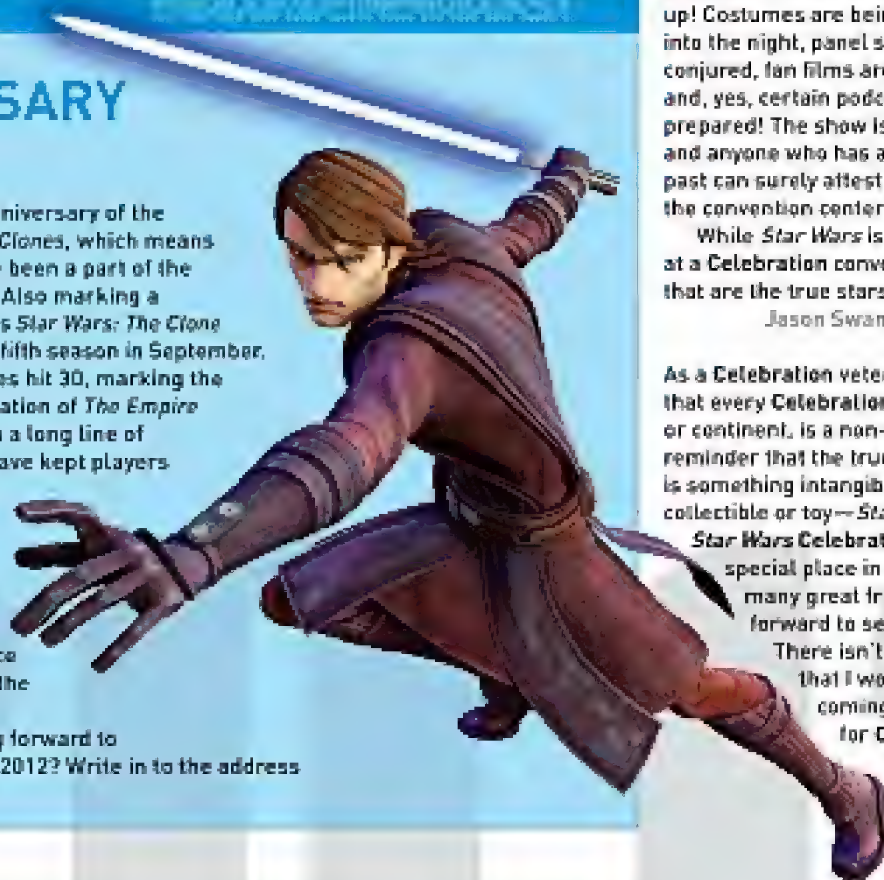
ANNIVERSARY YEAR!

2012 marks the 10th anniversary of the release of *Attack of the Clones*, which means the clone troopers have been a part of the saga for a decade now! Also marking a significant anniversary is *Star Wars: The Clone Wars*, which reaches its fifth season in September.

Star Wars videogames hit 30, marking the release of Atari's adaptation of *The Empire Strikes Back*, the first in a long line of awesome games that have kept players enthralled right until the present day.

The big birthday is the 35th anniversary of the release of *A New Hope*, which also celebrates 30 years since it was first released on the home video format!

What are you looking forward to celebrating the most in 2012? Write in to the address on page 3 and tell us!



AUGUST 23-26

THE FORCE AWAKENS



CELEBRATION VI

2012 will be a huge year for *Star Wars* fans! The release of *The Phantom Menace* 3D, along with the continuing saga of *The Clone Wars* on TV will fuel the flames of fandom culminating in a big bonfire: *Star Wars Celebration VI*! This promises to be the hottest event for *Star Wars* fans next year. Previous *Star Wars* Celebrations have fired up fan passion long after their doors have closed, and as we have noticed on The ForceCast, it's become the most anticipated event for any *Star Wars* fan. New friendships are forged! New excitement for future *Star Wars* projects is unleashed! New creativity is unlocked! I get pumped up thinking about how fans started planning for CVI immediately after Celebration V wrapped up! Costumes are being worked on late into the night, panel subjects are being conjured, fan films are being produced, and, yes, certain podcasters are getting prepared! The show is all about the fans and anyone who has attended one in the past can surely attest that the energy in the convention center is huge.

While *Star Wars* is the main attraction at a Celebration convention, it's the fans that are the true stars!

Jason Swank, The Forcecast.com

As a Celebration veteran I can promise that every Celebration, regardless of city or continent, is a non-stop party and a reminder that the true magic of *Star Wars* is something intangible, bigger than any collectible or toy—*Star Wars* is a way of life.

Star Wars Celebration will forever hold a special place in my heart. I've met so many great friends there and I look forward to seeing them all again.

There isn't any place on earth that I would rather be this coming August than Orlando for Celebration VI!

Kyle Newman, director and writer of *Fanboys*



INSIDER SPECIAL REPORT!

MY NIGHT AS A STORMTROOPER —FOR A GOOD CAUSE

A *STAR WARS* AUTHOR STRAPS ON THE ARMOR AT A BASEBALL
STADIUM NOT SO FAR, FAR AWAY BY JASON FRY





Photo by Philip Noy/Tillary Mentions

The Empire is watching! Stormtroopers watch the game on September 13 at Citi Field.



To celebrate the September 16 U.S. release of *Star Wars: The Complete Saga* on Blu-ray, Lucasfilm Ltd. joined Major League Baseball, eBay, and celebrities in supporting Stand Up To Cancer, which funds research into cancer-fighting therapies.

Celebrity ambassadors—Aziz Ansari, Zach Galifianakis, Bill Hader, Ed Helms, Ken Jeong, Jaime King, Seth Rogen, Andy Samberg and Emma Stone, as well as Mace Windu himself, Samuel L. Jackson—re-created classic *Star Wars* scenes, while eBay ran Lucasfilm-organized charity auctions, including the chance to dine with George Lucas and fellow Bay Area filmmakers Chris Columbus, Francis Ford Coppola, Philip Kaufman, and John Lasseter. Thirteen of baseball's teams held Stand Up To Cancer/*Star Wars* nights in September, offering special ticket packages with a portion of the proceeds benefiting the charity. Which is how I became encased in white plastic.

I live in Brooklyn, N.Y., and am a lifelong fan of the New York Mets—I co-write Faith and Fear in Flushing, an obsessive Mets blog. I also know the costumers from the 501st Legion.

IN DETROIT, MORE THAN 70 COSTUMED CHARACTERS GREETED FANS!

Dressed as troopers or other characters, they often accompany *Star Wars* authors like me to book signings. Any *Star Wars* author will tell you they're the best friends a writer can have: They build buzz around events and get the media out, but, more importantly, kids love to see Darth Vader and Stormtroopers up close.

When I heard that the Mets were having a *Star Wars* Night at Citi Field, I saw a chance to mix my normally separate obsessions. My original idea was to tag along as the 501st greeted fans, but Steve Iervolino, commanding officer of the Empire City Garrison, offered me an even better deal. He had a spare stormtrooper suit he'd be willing to lend me. Would I be interested in suiting up? I would indeed!

Iervolino called the event "a perfect example of why our troopers do what they do—Empire City Garrison's members



pride themselves on their dedication to charitable causes, and we helped the Mets raise thousands of dollars at the event. That being said, it was ridiculously fun: Trooping with ECG affords us the chance to do things we'd normally never be able to do, whether it be ringing the opening bell at the New York Stock Exchange, marching on Times Square with Snoop Dogg, or taking to the infield at Citi Field to mug with [pitcher] R.A. Dickey and toss T-shirts to fans."

The Mets weren't alone. Across the U.S., baseball players and members of the 501st and Rebel Legion joined forces, with costumed characters entertaining fans, scoreboard videos mashing up





Photo by Philip May/Tiffany Mamore

The 501st stir up the crowd!



Photo by Philip May/Tiffany Mamore

Working for the Empire!
Jason gets ready for patrol.

baseball and *Star Wars*, and other amusing touches. In San Francisco, the Giants gave away a three-sided mini-statue featuring reliever Brian Wilson entombed in carbonite alongside Han Solo. At Oakland Coliseum, Vader (accompanied by an Imperial officer and a trio of stormtroopers) threw out the first pitch before the game between the A's and the Tigers, then yielded the mound to *Star Wars* fan, pitcher Trevor Cahill. In Detroit, more than 70 costumed characters (including a life-size tauntaun) greeted fans. And in Atlanta, the Kiss Cam caught Chewie stealing a smooch from Princess Leia.

While the Empire City Garrison was posing for pictures at Citi Field, I was

in an auxiliary locker room beneath the stadium, struggling to connect all the straps and snaps on my borrowed armor.

Next time you watch the movies, have some sympathy for the Stormtroopers. Your field of vision shrinks to two offset triangles, and anything below your chest is invisible. The moment this starts to bother you, you'll notice your lenses fogging up. You can't breathe all that well, even in a helmet modified by an expert for some airflow. You can't hear. You can't bend. And you immediately start to sweat.

Encased in armor, I clattered off uncertainly after Vader, Boba Fett, and

the far more experienced troopers, praying that I wouldn't fall over anything, lose part of my borrowed armor, or make some other newbie error. I was a hopeless Stormtrooper—it's hard to look impressive while tiptoeing around, barely being able to see—but at least I didn't fall over.

Having accomplished our mission, we got back to the locker room, where I caught my breath and decided I could handle one more mission. This one was irresistible: We were headed onto the field to toss T-shirts into the crowd. The inning ended and then we were on the field—though in taking my position I nearly got run over by Michael Morse, a Wookiee-sized outfielder for the Nationals. People handed me T-shirts I couldn't see (I only dropped one) and I clattered my plastic-clad arm back and flung them as far as I could, which wasn't very far.

The Mets lost, as it turned out. The Force hadn't been with my team, but I had a grand time thanks to some kind folks, and got to help out for a good cause—as did baseball players and 501st members nationwide. ➔

EXPANDED

For more information on the 501st
visit www.501st.com

UNIVERSE

CLASSIC MOMENT

STAR WARS: EPISODE III REVENGE OF THE SITH • DVD CHAPTER 21

"HELLO,



EXPANDED UNIVERSE

In the Expanded Universe, it was revealed that Grievous was originally a Kaleesh warlord from the planet Kalee named Oymaen jai Sheetal. He was made a cyborg after his personal shuttle was bombed and he was injured in the blast.

WHY IT'S A CLASSIC

When we watch the prequel trilogy, we're seeing characters whose paths we know—Anakin will fall to the dark side and become Darth Vader, Palpatine will rise to become Emperor, and Obi-Wan will become the wise old Jedi played by Alec Guinness in *A New Hope*. In this scene, we see a real bridging point between Ewan McGregor and Alec Guinness' portrayals of Obi-Wan, as the Jedi's "Hello, there!" to Grievous echo the first words we heard Obi-Wan speak in the original trilogy [see "What They Said"]. In his cheerful, insouciant greeting to General Grievous, despite the fact he's greatly outnumbered, we see Obi-Wan's humorous side, something that is also evident in *A New Hope*—witness the old Jedi smiling to himself as he uses the Jedi mind trick on the Stormtroopers who stop him and Luke as they enter Mos Eisley. Obi-Wan's confidence in facing greater odds, and his ruthlessness in taking down the droids who attack him, show us the Jedi in his prime, as one of the greatest Jedi ever, and one who would help the Jedi return by setting Luke Skywalker on his path to greatness.

SCRIPT

INT. UTAPAU—TENTH LEVEL—CONTROL CENTER—DAY

The JEDI removes his cloak and jumps down behind the GENERAL.

OBI-WAN: Hello, there!

GENERAL GRIEVOUS: General Kenobi, you are a bold one. I find your behavior bewildering... Surely you realize you're doomed. [to droids] Kill him!

About a HUNDRED BATTLE DROIDS surround OBI-WAN, GENERAL GRIEVOUS, and his BODYGUARDS. OBI-WAN looks around, then walks right up to GENERAL GRIEVOUS. They stare at each other for a moment.

GENERAL GRIEVOUS: Enough of this.

THERE!"

WHAT THEY SAID

"Now this, when he jumps down into the room and says 'Hello, there!' is a direct appropriation of the line where Alec Guinness first comes into [A New Hope] and sees Artoo and says 'Hello, there!' So we wanted to do just one little tip to where we were going with the character, and to Sir Alec Guinness."

George Lucas, *Star Wars: Episode III Revenge of the Sith* DVD audio commentary

"We get to see Obi-Wan taking on this huge number of droids, and he just dispatches them this quickly, so we can see the more ruthless side of him, where he's kind of fed up with Grievous and all these droids."

Rob Coleman, *Star Wars: Episode III Revenge of the Sith* DVD audio commentary

ESSENTIAL TRIVIA

The cough that Grievous has was actually recorded by George Lucas himself, when he was at work with a bad cold; he thought it would be perfect for the villain, to demonstrate problems with the cybernetics affecting his breathing.

The BODYGUARDS raise their power staffs to knock OBI-WAN away, but OBI-WAN ducks as the deadly staffs whistle over his head. The Jedi's lightsaber ignites, and OBI-WAN deftly cuts one BODYGUARD in two. His staff flies into the air and is caught by GENERAL GRIEVOUS. The other THREE BODYGUARDS attack OBI-WAN with an intense fury.

OBI-WAN uses the Force to release a piece of equipment from the ceiling. It drops on the BODYGUARDS, smashing them. OBI-WAN walks toward GRIEVOUS, slashing the last BODYGUARD to pieces. BATTLE DROIDS move toward OBI-WAN.

GENERAL GRIEVOUS: Back away. I will deal with this Jedi slime myself.

OBI-WAN: Your move.

GENERAL GRIEVOUS: You fool. I have been trained in your Jedi arts by Count Dooku himself. Attack, Kenobi.

His arms separate and grab all four lightsabers on his belt. His four arms create a flashing display of swordsmanship.

OBI-WAN: You forget I trained the Jedi that defeated Count Dooku!

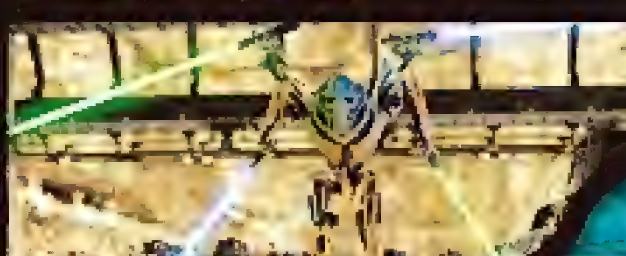
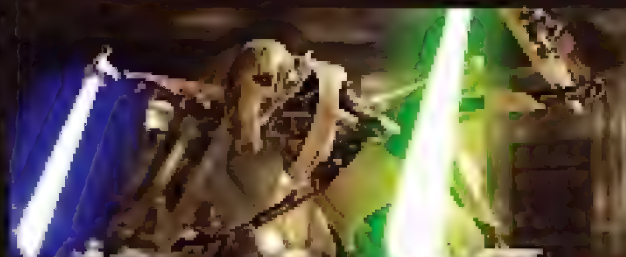
OBI-WAN is hard pressed to defend himself against the deadly onslaught. They fight across the control room as the BATTLE DROID SHARPSHOOTERS try to pick off the Jedi. OBI-WAN mounts a

ferocious counter-attack and cuts off one of GRIEVOUS' hands. A loud EXPLOSION is heard echoing round the sinkhole. OBI-WAN and GRIEVOUS glance to the entrance of the control center and see CLONE TROOPS in the distance, attacking DROIDS in the sinkhole. On the far wall of the sinkhole, CLONES can be seen rappelling onto balconies.

OBI-WAN: I may not defeat your droids, but my troops certainly will.

GENERAL GRIEVOUS: Army or not, you must realize you are doomed.

OBI-WAN: I don't think so.



NEXT ISSUE: "WE'LL HANDLE THIS."

INSIDER

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EDITED BY NEIL EDWARDS

BLASTER



80 COMICS
I, SPY!

JAHAN CROSS IS THE NUMBER
ONE AGENT OF THE EMPIRE!

78 BOOKS

Learn more about Darth Sidious' Master in *Star Wars: Darth Plagueis*, follow *The Jedi Path* in its trade edition, and celebrate *The Phantom Menace*'s 3D release in book form!

79 ASK LOBOT

Leland Y. Chee returns from Cloud City with the answers to all your questions, including the fate of Darth Bane, and what ARC trooper armor looks like.

90 BANTHA TRACKS

For the fans, by the fans!

94 BOUNTY HUNTERS

Meet the stars, show the evidence, win the Bounty!

84 INCOMING
THE LATEST *STAR WARS*
GEAR YOU'LL WANT IN
YOUR COLLECTION!



"THERE'S NOTHING LIKE A GOOD BLASTER AT YOUR SIDE, KID."

INSIDER 77

BOOKS STARRING THE SITH

THE EMPEROR'S MASTER IS REVEALED IN *STAR WARS: DARTH PLAGUEIS* WORDS: DANIEL WALLACE

The *Star Wars* movies hinge on the fact that Chancellor Palpatine, Darth Sidious, and the Emperor of the classic trilogy are one and the same—but fans get only the faintest hint of the malevolent genius who helped this politician go very, very bad. It comes in *Revenge of the Sith*, when Palpatine relates the tale of "Darth Plagueis the Wise," and only by reading between the lines can viewers conclude that the Sith Lord who believed he could create life mentored Darth Sidious and died at his hands.

Everything is laid bare in the new novel *Star Wars: Darth Plagueis*, which chronicles Plagueis' career and his unlucky end against the backdrop of Sidious/Palpatine's rise to power. "In some respects, Plagueis is a different breed of Sith," says writer James Luceno (*Millennium Falcon*, *The Unifying Force*). "He's passionate and arrogant, but loyal to the Sith imperative to topple the Republic and eradicate the Jedi Order. But he is not infallible, and his sense of commitment could be interpreted as a fatal flaw."

The concept of a Darth Plagueis novel has been under development for years, with Luceno's original concept evolving significantly over time. "In dealing with Plagueis' quest for immortality, I originally structured part of the book as a kind of race between him and Qui-Gon Jinn," Luceno says. "They inadvertently sabotaged one another without either of them realizing they were pursuing the same goal. In the

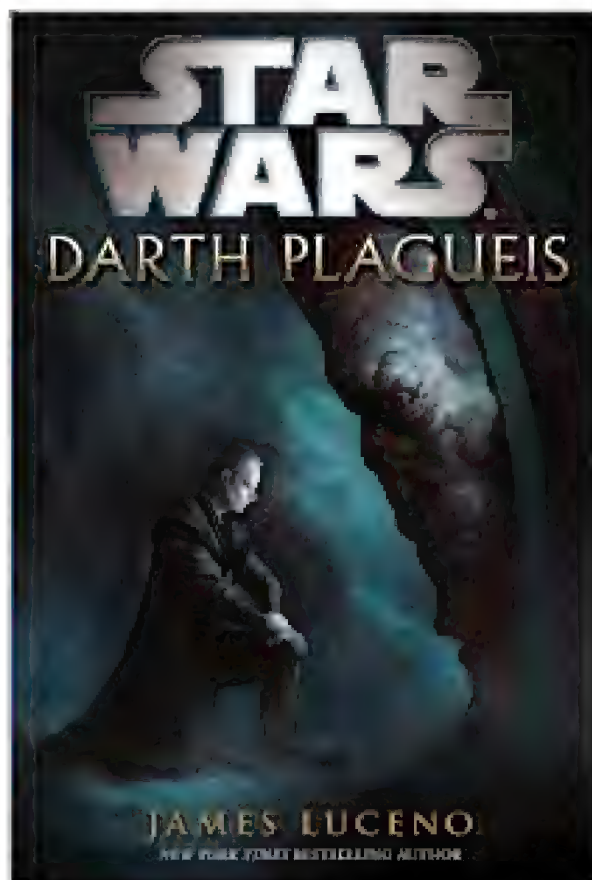
end, Qui-Gon succeeded by making contact with the Whills—the mysterious species of immortals George Lucas mentioned in an epigraph for the first *Star Wars* novel. As a result, the first version of the *Plagueis* novel was all over the place, way too long, and trying too hard to resolve every loose end."

Luceno went back to the drawing board, steering clear of story elements that George Lucas had declared off-limits and focusing more around the Master-

"Plagueis was born into an historical setting that allowed him to bring many important beings under his influence...."

apprentice relationship between Plagueis and Palpatine. Some information came straight from Lucas, including the fact that Darth Plagueis was a Muun—the long-faced species represented by InterGalactic Banking Clan chairman San Hill in *Attack of the Clones*.

With a *Star Wars* resume that includes several other prequel-era novels, including *Labyrinth of Evil* and *Cloak of Deception*, Luceno is no stranger to working within the constraints of a pre-existing narrative. "The principal story arc in *Darth Plagueis* spans several decades," he explains. "The challenge was to create a 'history' of a kind, without eclipsing the characters who are



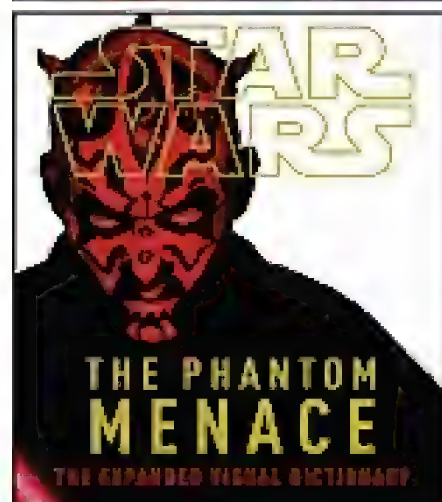
in effect making history. Fortunately, the *Star Wars* universe is so large that I was able to research the book almost in the same way I would have a more traditional historical novel. As it progressed, I was forced to hew more closely to established lore, but even then it proved possible to shed light on what was going on in the wings or behind the scenes."

Darth Sidious possesses a name that implies patient treachery, while Darth Maul's name makes him sound like a wild animal. So how did Luceno interpret the name "Darth Plagueis" when developing the character's inner state? "The root word 'plague' adds a sinister dimension to his character," Luceno notes. "Darth Bane and the generations of secret Sith who preceded him strove to spread the dark side by contagion, as if the dark side were a kind of infectious disease. Plagueis was born into an historical setting that allowed him to bring many important beings under his influence, and to bring the re-emergent dark side fully to the attention of the Jedi Order. He believes that by influencing one, he can infect one million."

"But he certainly wouldn't agree with the pejorative nature of the term plague. He sees himself as a benefit, rescuing the masses from their own base nature even while elevating the Sith to their rightful position as overseers of the galaxy."

PHANTOM MENACE, RELOADED

CELEBRATE THE EPISODE I 3D RELEASE WITH THESE TIE-INS

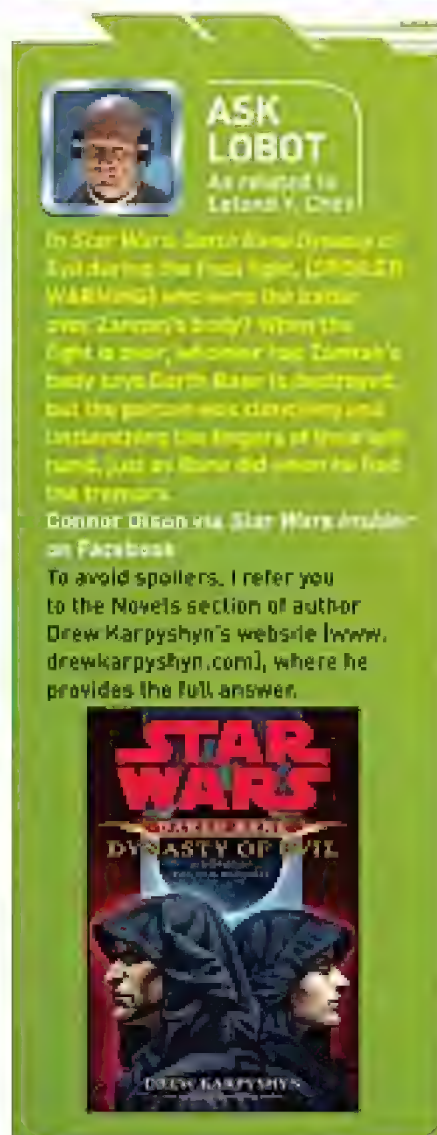


With *Star Wars: Episode I The Phantom Menace* returning to theaters in February with fresh 3D effects, bookstores are stocking up on related titles, including re-releases of the Episode I novelization, junior novelization, and comic book adaptation. Also look for the following:

LEGO Star Wars: Anakin—Space Pilot. With a visual style inspired by the LEGO toys and video games, this humorous book follows Anakin from the Mos Espa Podrace to the cockpit of a Jedi starfighter, and even behind the controls of Darth Vader's TIE fighter! Special 3D effects can be viewed using the plastic glasses supplied, stored in a reusable pocket.

LEGO Star Wars: Darth Maul's Mission. Also done in LEGO style, this fun book retells Darth Maul's attempt to capture Padmé Amidala on Tatooine. He gets more than he bargained for, however, when he encounters two Jedi Knights!

Star Wars: The Phantom Menace—The Expanded Visual Dictionary. This updated version of the 1999 classic features 32 all-new pages and a bold, refreshed look. It's your ultimate guide to the ships, characters, droids, weapons, and other details of Episode I.

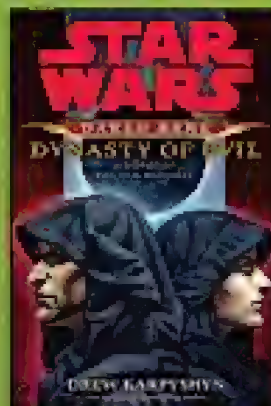


TEMPLE TEXTBOOK

LEARN JEDI SECRETS AT A LOWER PRICE WITH *THE JEDI PATH* TRADE EDITION

Available now from Chronicle Books is the trade edition of *The Jedi Path: A Manual for Students of the Force*, which contains all the lore of last year's vault edition without the light-up case and removable souvenirs. "The trade edition of *The Jedi Path* will attract a large range of fans," says Chronicle's Emily Haynes. "At San Diego Comic-Con we saw that it worked well as an impulse buy for fans."

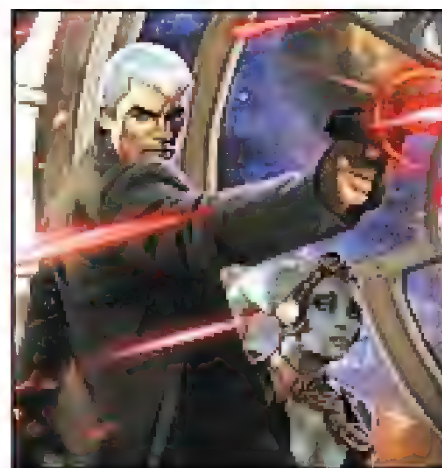
The Jedi Path is written as if it were the only textbook to survive the destruction of the Jedi Temple. The book's previous owners, including Qui-Gon Jinn, Obi-Wan Kenobi, Anakin Skywalker, and Ahsoka Tano, have left their handwritten comments in the margins for the reader to discover. Says Haynes, "It has an in-world feel, combining history, anthropology, and reference."



COMICS

LICENSED TO KILL

MEET THE EMPIRE'S #1 OPERATIVE IN *STAR WARS: AGENT OF THE EMPIRE* WORDS: DANIEL WALLACE



Cover art: Dave Wilkins

Pencil: Stéphane Roux, Inks: Julie Hugganard/Bert



The name is Cross, Jahan Cross, and he's on a mission of official Imperial business. He's smart, suave, and deadly with a blaster, and if Jahan Cross seems to have a hint of James Bond about him, writer John Ostrander (*Star Wars: Legacy*) says it's no accident.

"That was my intention from the start—one part *Star Wars* and one part spy thriller," he explains. The original *Star Wars* movies were a mash-up of Old West, samurai, and World War II influences, so it's perhaps a little surprising that no one has done a straight-up *Star Wars* spy story before. "The [*Star Wars* and espionage] genres actually overlap reasonably well," Ostrander points out. "Multiple exotic locations, lots of action and room for humor, large-scale villains, and a roguish character at the center of it all. It will be *Star Wars* but with a Bond-ian feel."

Because spy heroes always have gadgets to rescue them from jams, Ostrander gave that basic concept a sci-fi spin in the form of IN-GA 44, a droid sidekick worthy of the Empire's best secret agent. "The idea of a sleek, sexy droid with significant firepower seemed very cool to me, and a logical extension of both genres," says Ostrander, who reveals that his android assassin was

partially inspired by Maria, the art deco robot from the 1927 film classic *Metropolis*. "What will be interesting is Cross' relationship to her. He sees her as a tool—or so he says."

The first issue of *Agent of the Empire* hits stores on December 14, kicking off the five-part "Iron Eclipse" storyline.

In it, Cross and IN-GA 44 travel to the distant Corporate Sector to mingle with the wealthy and well-connected and uncover clues to stolen droid technology. Jahan Cross draws his paycheck from the Imperial treasury, and Ostrander doesn't intend to shy away from the fact that this automatically makes Cross an antagonist for Rebel idealists and other traditional good guys.

"Cross sees the Empire as necessary," says Ostrander. "He was a boy during the Clone Wars, so he remembers what it was like back then and it influences his thinking. I'm not here to whitewash the Empire, but there are some who served—at least for a time—with honor. Cross is the hero of his story."

"It will be *Star Wars* but with a Bond-ian feel." —John Ostrander

Agent of the Empire is set three or four years before the events of *Star Wars: Episode IV A New Hope*, in a relatively unexplored era of *Star Wars* history that still holds the possibility of guest stars popping in from the classic trilogy or the Expanded Universe. "Cross reports to Armand Isard [head of Imperial Intelligence, who originated in the *X-Wing* novels], and we also have Han, Chewie, and the *Millennium Falcon*," says Ostrander. "They're not just walk-ons or cameos. They have a significant part to play. But because they're supporting cast members, they don't have to carry the central burdens of the plot. We can use continuity without tripping over it."

Ostrander might include other familiar faces in future issues, but only if they fit into Jahan Cross' world. "I won't write a story just to get a certain character into it, but I have no problems about working someone in if they fit," he says. "It would be very hard to have Ben Kenobi or Luke in a story; I won't go to Tatooine unless there's a real plot reason. But it's a big galaxy and there are a lot of characters wandering around in it."

Stéphane Roux (*Birds of Prey*, *Zatanna*) handles the art on *Agent of the Empire* (and some

copies of issue #1 will bear a variant cover by Dave Wilkins). Ostrander praises Roux's work in designing and illustrating this first-ever look inside the inner workings of Imperial espionage. "It feels like *Star Wars*, but it's different as well—it's a new spin on a story and characters we all know and love."

"Just remember, I was a fan of *Star Wars* before I started working on it, and I still am! I'm having a lot of fun writing it and I think the fans will have fun reading it."



CLASSIC ADVENTURES

IT'S REBELS VS. IMPERIALS IN *STAR WARS OMNIBUS: AT WAR WITH THE EMPIRE VOLUME 2*

The newest *Star Wars Omnibus* is a 464-page collection of some of the best storylines to appear in *Star Wars: Empire* and *Star Wars: Rebellion*, now packaged in a single volume at a bargain price. These stories reveal untold tales of the Rebellion and the Empire during the timeframe of the classic trilogy. Available December 14, *Star Wars Omnibus: At War With the Empire Volume 2* includes the following:

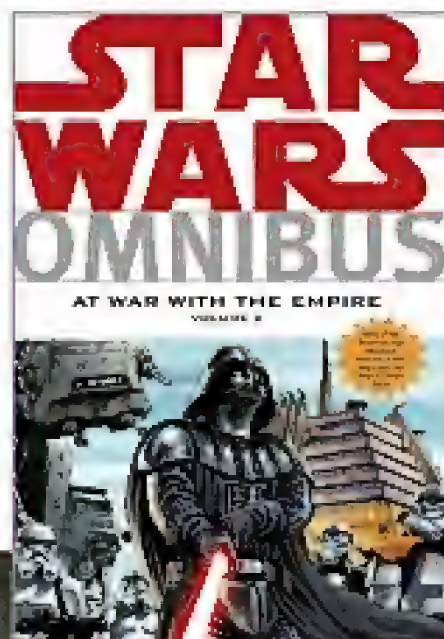
"General" Skywalker (collects *Star Wars: Empire* #26-27): Luke receives an unexpected promotion and makes a discovery about the past while flying with the X-wing pilots of Red Squadron.

In the Shadows of Their Fathers (collects *Star Wars: Empire* #29-34): This five-part saga brings Luke to the ravaged world of Jabim, where he comes face to face with the legacy of Anakin Skywalker—and it's not what he expected.

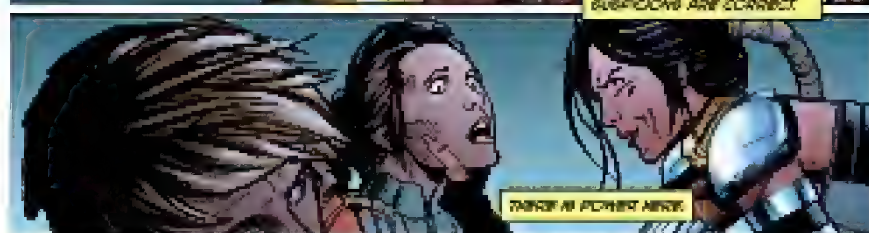
The Ahakista Gambit (collects *Star Wars: Rebellion* #6-10): Forced into a suicide mission by a crime boss with an agenda, Wyl Tarson encounters opposition on the planet Ahakista from Darth Vader himself!

Small Victories (collects *Star Wars: Rebellion* #11-14): In this four-part story, Rebel agent Deena Shan proves her worth to Luke Skywalker and Princess Leia by undertaking the impossible task of destroying an Imperial refueling outpost.

Vector parts 7 & 8 (collects *Star Wars: Rebellion* #15-16): These issues originally appeared as part of 2008's year-long *Vector* crossover, and show Luke Skywalker's showdown with the ancient Sith spirit of Karnes Muur.



Art: Paul Chaplin



Writer: Rob Williams; Pencils: Dustin Weaver; Colors: Will Glass



ASK A LOBOT

As related to
Lobot V. Chew

What exactly does ARC trooper armor look like from the time of *Revenge of the Sith*? I'm pretty sure that when Commander Neyo was waiting for his first team, there's a lot that I don't know the answer.

Anonymous

The ARC trooper armor is shown in several episodes of *The Clone Wars* Season Three. This version is the typical ARC trooper/ARC commander armor complete with shoulder pauldron and kama [skirt], coupled with the helmet as seen on the standard Phase II troopers

in *Revenge of the Sith* with an added targeting rangefinder. Their look in *The Clone Wars* serves to bridge the transition of the clones from Episode II to Episode III. The ARC troopers prove to be the ideal candidates to test out the prototype Phase II helmets. The helmet of Commander Neyo and his accompanying BARC trooper wingman is equipped with an enhanced breath filter, so it is not considered standard ARC gear.



INCOMING

THE LATEST *STAR WARS* GEAR YOU'LL WANT TO ADD TO YOUR COLLECTION!

WORDS: CHRIS SPITALE



HASBRO

Star Wars Operation: R2-D2 Edition

Hasbro's classic board game Operation will take droid surgeons to a galaxy far, far away with *Star Wars Operation: R2-D2 Edition*. The Rebel Alliance's favorite astromech droid has developed all sorts of mechanical maladies, and it's up to your skillful surgical hands to get the little guy feeling right again. The game features authentic character sounds and phrases, 12 specially tooled "Funatomy" parts, Galactic Credits tokens, and "Droid Doctor" and "Droid Specialist" cards. The suggested retail price is \$29.99.



HASBRO

Ultimate FX Lightsabers

You can now battle the Jedi or the Sith with this extraordinarily realistic lightsaber. It's available in Darth Vader, Anakin Skywalker, and Luke Skywalker (*Return of the Jedi*) versions. The lightsabers have power-up and power-down light effects, a new brighter blade, power-activation "humming" sound, battle-clash lights and sounds, and motion sensor-controlled sound effects. The suggested retail price of each is \$34.99.



LEGO

Anakin & Sebulba's Podracers

LEGO fans can now build the final lap of the Boonta Eve Classic Podrace, where Anakin and his rival Sebulba are side-by-side as they approach the finish line. The set features five mini-figures: young Anakin Skywalker, Sebulba, Watto, Wald, and Obi-Wan Kenobi. The set features translucent elements and realistic details, including extendable buzz saws and massive, spinning motors on Sebulba's Podracer, handles to help you fly the Podracers through the air, and bases for the Podracers for play and display. The Podracers measure over 13" (33cm) long, 4" (10cm) wide and 4" tall. The set is priced at \$89.99.



LEGO Star Wars Advent Calendar

The all-new LEGO Star Wars Advent Calendar puts a Christmas countdown into hyperdrive. Collect all 24 galactic gifts—one for each day—including iconic mini-figures, vehicles, and accessories from the world of LEGO Star Wars. The Advent Calendar includes eight mini-figures, vehicles including the Millennium Falcon and the X-wing fighter, and an exclusive Santa version of Yoda that's not available anywhere else. The suggested retail price is \$39.99; the calendar is suitable for ages 6 and up.



STAR WARS

SIDESHOW

Darth Maul with Mechanical Legs

The Darth Maul with Mechanical Legs Premium Format figure captures every detail of the vengeful former Sith apprentice as he hunts Obi-Wan Kenobi in "Old Wounds," part of the Star Wars: Visionaries graphic story collection. Each piece is individually painted and finished. Dressed in a fabric costume and complete with detailed accessories. The Sideshow Exclusive version includes an additional switch-out head for alternate display. The retail price of the figure is \$334.99.

STAR WARS
SIDESHOW
PREMIUM
FORMAT



GENTLE GIANT

Watto

Watto, the renowned junk dealer and Podracer fan, played a big part in the young Anakin Skywalker's life, never suspecting that the slave boy would one day become Darth Vader. Watto is sculpted with film-accurate precision. He is depicted pondering the Chance cube that Qui-Gon Jinn manipulated using the Force, and wondering why it didn't roll his way. This limited edition comes just in time for the re-release of *Star Wars: Episode I The Phantom Menace* in 3D. Each item is hand numbered and packaged with a matching certificate of authenticity. The suggested retail price is \$69.99, and it is available in February 2012.



Holiday Vader

The Gentle Giant Holiday Bust has become quite a tradition. This year brings collectors a new mini-bust based on the 2010 Lucasfilm holiday greeting card featuring Darth Vader releasing a white dove. For the rest of the year, collectors can display this bust without the dove in Vader's outstretched hand, thus transforming the piece to more accurately reflect the pivotal scene from *The Empire Strikes Back*, where Vader reveals his paternal connection to Luke Skywalker. Members of the



Gentle Giant Premier Guild have the opportunity to order a deluxe version of the mini-bust with an interchangeable Vader hand holding C-3PO's disembodied head. It's inspired by the comic story—also reprinted and

packaged with the bust—"Thank the Maker" from Dark Horse's *Star Wars Tales* #6, which provides a closer look at what truly happened to C-3PO on that fateful day in Cloud City.

Boasting three pose variations and an exclusive reprint comic, this film-accurate 1/6th scale rendition comes hand-numbered with a matching certificate of authenticity and is a strictly limited-edition collectible, available only from Gentle Giant. The retail price is \$75.



VOL.
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BANTHA TRACKS

BY THE FANS
FOR THE FANS

THE GALAXY CLOSE TO HOME

We refer to the "galaxy far, far away" when referencing the Star Wars saga. But much closer to home, there is an entire galaxy of fandom and fun that is renewed and refreshed every day by creative and talented Star Wars fans.



↑ Nathan Ezzell and his daughters Kendall (13) and Ella (8), decided to take their garden to the next planetary cycle with these whimsical, imaginative garden ornaments. Not only are their handmade creations wonderful to look at, they are useful as well. Yoda both guards the planter boxes and uses the Force to levitate pie pans that help keep the birds away.

↗ "Between the hard-working Jawas, the Force, and Yoda's naturally green thumbs we're hoping for a good harvest," writes Ezzell. Nathan, Kendall, and Ella say they have a few more projects in the works too, which we at *Bantha Tracks* hope to see soon!





↑ GIFTS OF THE FORCE

Jason Campbell of Kyogle, New South Wales, Australia, has made these amazing jewelry boxes in the Star Wars theme.

"My favorite is made of myrtle, Huon pine, ebony, fiddleback blackwood, and Queensland silky oak veneers over a plywood base," writes Campbell. "It's finished with around 30 coats of shellac French polish."

Campbell made three other boxes out of different woods that feature the Republic and Rebel Alliance logos, which he gave to his sister, niece, and nephew for Christmas gifts. Truly labors of love.

"I fell in love with Star Wars when my mum took me and my sister to see *The Empire Strikes Back* at the Lismore Cinema."

↑ MAY THE FORTIES...

Derek Struchtemeyer describes himself as being a "mega" Star Wars fan since he was eight years old. Currently a member of both the 501st and the Rebel Legion costuming groups, he says he is passing his love of the saga on to his own younglings.

"I wanted to share with you and the fans pictures from my epic 40th birthday party," writes Struchtemeyer.

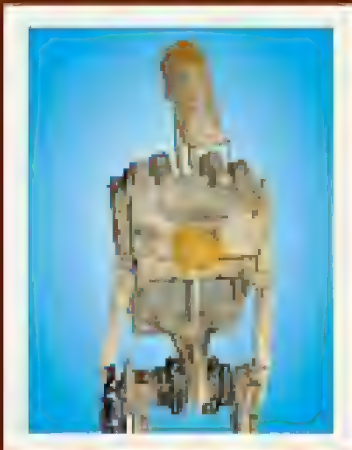
"complete with an original Star Wars cake made by a family friend. Yes, the characters are edible!"

Struchtemeyer wore his customized Atlanta Falcons jersey to his party, emblazoned with the name of the Star Wars character he says he relates to the most: Felt.

ROGER, ROGER

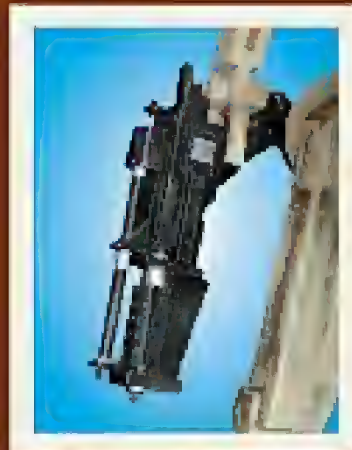
"I usually get myself into trouble when I think something like, 'Wouldn't it be cool if...'" writes Dan Street. "While my nine-year old son and I were looking at *Star Wars: Episode I The Visual Dictionary*, I thought, 'Wouldn't it be cool to have a life-size battle droid?'"

Street's 10-day journey toward realizing the droid began right then. Describing himself as a "do-it-yourself" person rather than a prop builder, Street decided to make the droid out of leftovers and scrap wood from his current home remodeling projects.



Street painted the droid with leftover house paint, "Navajo Sand" to be exact.

"My wife named him Roger!" he notes. "He's not perfect or an exact replica, but Roger now stands guard at the foot of my son's bed."



"The legs are bits of an old clubhouse, the body is made up of flooring I ripped out of the attic, and the fingers are paint-starring sticks," recounts Street. "The blaster is made out of an old broomstick handle."



SPIRIT OF THE 501ST

It's known to many readers of *Bantha Tracks* that members of the 501st Legion are part of an extraordinary group of world citizens. Kathy Van Beuningen, a proud member and former Commanding Officer of the Midwest Garrison of the 501st, exemplifies their spirit, imagination, and creativity.

For the "TK Project" for Star Wars Celebration V, Kathy assembled an incredible collage of hundreds of logo and patch images from the club's different Garrisons and events worldwide. Her helmet was part of an auction of artist-done helmets and skateboard decks that raised more than \$50,000 for Make-A-Wish at the Celebration auction, and even more online afterward.

"I am not exactly sure how many different logo stickers there are on the helmet," says Van Beuningen. "I was going to try to count them as I put them on, but I lost track right away!"

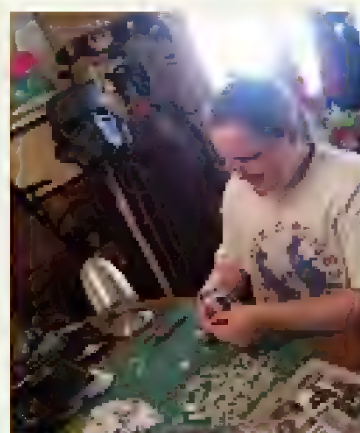
Van Beuningen estimates she used only half of the logos she originally cut out for the helmet, often cutting as she commuted to and from work on the train, balancing a fishing fly-tying magnifying glass on her lap to help her cut with precision. The sizes of the logos range from about the size of a quarter down to the size of a paper punch, with most of them the size of the punch.

"Every 501st Legion unit is represented on it at least once," she says. "There are over 100 different Garrisons, Squads, Outposts, and Detachments in the Legion now. The oldest units in the Legion

have at least two to three different versions of their logos represented on the helmet. I think my helmet is something you could look at many times and still find something you hadn't noticed before!"

Van Beuningen even hid "Easter eggs" on her helmet that can be spotted by the discerning eye. She has included both official and Legion-produced logos from the Star Wars Celebrations, for example, and a flag of the city of Chicago, her hometown. She refers to the helmet as "a part of something greater," representing the Legion as a whole.

"For the past 11 years, I have had the fantastic honor of meeting and traoping with thousands of 501st Legion members from all over the world at events such as the 2007 Rose Parade, Star Wars Celebrations II, III, IV, and Japan; Star Wars Weekends at Disney World, and at various promotional and convention events all over the United States," Van Beuningen says. "What I enjoy most about the members of the 501st is that even though we all come from different parts of the world, we all have the same commonality of celebrating our love of Star Wars through our costuming. I wanted to express that somehow in my helmet design."



↑ After collecting every current 501st logo she could find, Van Beuningen dug back into Legion history to add logos that date all the way back to the start of the costuming club.

"I spent a lot of time organizing and printing them all. Then I spent I-don't-know-how-long cutting them all out by hand," she recalls. "There are probably over 1,000 individual pieces on the helmet, and every Legion unit is represented at least once."



SUBMISSION GUIDELINES

Any original art, envelope art, comics, news, stories, meeting information, or any materials voluntarily submitted become the property of *Bantha Tracks*. No compensation will be given for voluntary submissions, and there is no guarantee of publication. Submissions to *Bantha Tracks* will not be returned.

Each submission must include the creator's name, age, contact information, date the work was created, and a statement that the work is original, and created by the person submitting it.

Send electronic files to banthatracks@starwars.com, or send your snail mail to *Bantha Tracks*, c/o Mary Franklin, P.O. Box 29901, San Francisco, CA 94129

POPSICLE DESTROYER

Mark Mace says his Star Destroyer started out as a simple rainy-day project with his sons.

"We decided to make something out of Popsicle sticks in the basement," recalls Mace. "I had previously made a Jedi starfighter, and the boys wanted a harder challenge."

Mace searched the Internet for pictures and drawings, as well as referring to his photographs of the Star Destroyer from the Star Wars exhibit, "Where Science Meets Imagination." The boys helped their dad with the project, but it turned out to be bigger than any of them had imagined.

"I spent many hours in the basement 'man cave' after the boys had gone to bed," writes Mace. "The model is 20 inches long and 12 inches wide. I can't estimate how many sticks were used, as so many in each bag were warped, crooked, bowed, or cupped."



↑ The creators with their completed Star Destroyer: Jordan, Mark, and Jared.

MORE THAN DINNER INSPIRATION

As an almost-lifelong weightlifter and a former weightlifting instructor, I should not admit that I don't eat many vegetables. Simply put, I do not find them interesting, unless of course one can count sweet potato fries as a legitimate veggie.

If anyone could inspire me to put vegetables on my dinner table, it would be my friend Okitsugu Kado, from the Star Wars fan community in Japan. His vegetable carvings, featured in the pages of *Bantha Tracks* before, are exquisite and creative. Oki-san's carvings, however, while being featured as a star centerpiece on my table, would not inspire me to eat them. They are just too fantastic!



↑ Not long after the devastating Tōhoku earthquake and subsequent tsunami in Japan this past spring, Oki-san created a new vegetable carving featuring Anakin's Podracer from *Star Wars: Episode I: The Phantom Menace*. He described how he felt the scene in the movie inspired him.

"The scene of Anakin fixing the engine trouble in the middle of the Podrace was a very impressive scene in Episode I," he writes. "I think that seeing this teaches us that we should do our best in a limited time and limited space. We want to do our best in any situation, too!"



↑ The flag on Oki-san's Podracer, "May the Force be With Japan," echoes my thoughts and the thoughts of thousands of other Star Wars fans around the world. The 501st Legion and other fan-costuming groups created fundraisers and sent their support—both monetary and otherwise—to their fellow Star Wars fans in Japan. It is always truly inspiring, and humbling, to see how this community can band together in a powerful way for a good cause.

Get in Tracks!



Mary Franklin

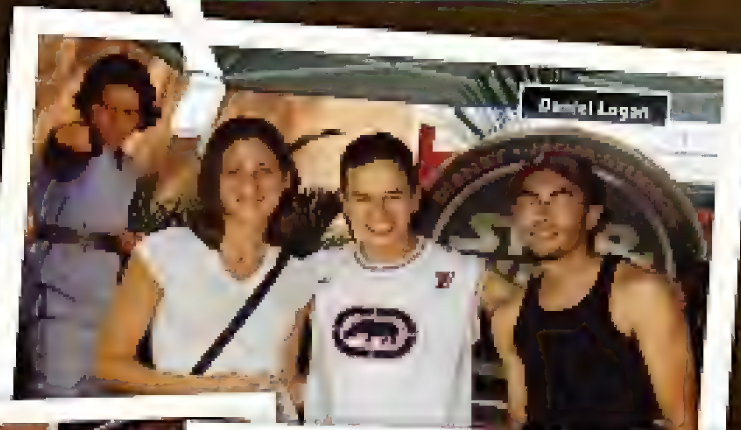
Editor, *Bantha Tracks*

BOUNTY HUNTERS BOUNTY WINNER!



MEET THE STARS, SHOW THE EVIDENCE, WIN THE BOUNTY! *STAR WARS INSIDER'S* BOUNTY HUNTERS SECTION IS SPONSORED BY KOTOBUKIYA. EACH WINNER WILL RECEIVE A FANTASTIC KOTOBUKIYA *STAR WARS* STATUE KIT WORTH AROUND \$100!

KOTOBUKIYA

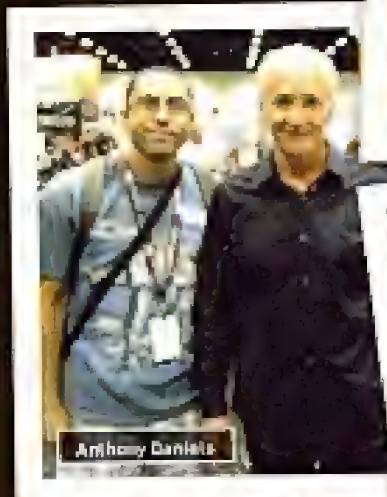
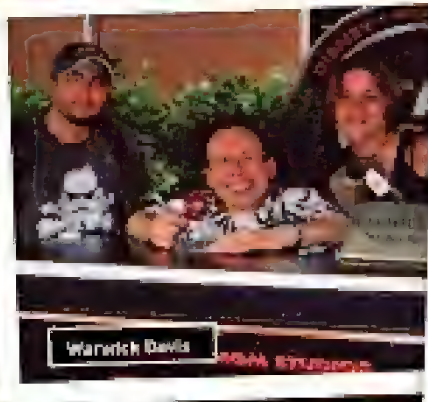


A GALAXY OF STARS!

My father introduced *Star Wars* into my life when I was a baby, and I have loved it ever since! My passion for *Star Wars* has only grown and I am always proud to show it no matter where I go. My fiancée, Laura, and I are both fans, and luckily, since we live in Florida, we get to go every year to *Star Wars Weekends* at DisneyWorld, where we have met Daniel Logan (young Boba Fett), Amy Allen (Aayla Secura), and Warwick Davis (Wicket W. Warrick).

For my birthday, Laura took me to Celebration V and got me autographs from Mark Hamill (Luke Skywalker), Carrie Fisher (Princess Leia Organa), Anthony Daniels (C-3PO), Peter Mayhew (Chewbacca), and Paul Blake (Greedo). Unfortunately, I couldn't get a picture with Mark or Carrie, but just meeting them was good enough. However, I was lucky enough to run into Anthony Daniels on the showroom floor and he was kind enough to let me get a picture with him. The whole event was an awesome experience, even camping out overnight to see George Lucas!

A while back, Laura also took me to see *Star Wars in Concert* and it was the best concert I have ever been to and will ever go to. I'm grateful for all Laura has done for me, and I just wanted to share some of our Bounty Hunter adventures with you guys!
Albert Jason Robles, Florida, via email





A PERFECT FETT!

On March 20th, 2011, I attended the Wizard World Comic-Con in Toronto. When I read about it I thought, "Wow. This is cool. Maybe I should go." But when I read that actors from the *Star Wars* films were going to be there, I immediately knew that I was going to go. I went by myself, because no one else could go with me, but I had a blast! I got to meet the one and only Jeremy Bulloch (Boba Fett)! And knowing that the Boba Fett was going to be there, I'd worn my Boba Fett hoodie! I got his autograph and picture. He's a really nice guy. He complimented my hoodie, and I was really proud because I was the only one there wearing that hoodie. Thank you, Jeremy Bulloch! I also got to meet Ray Park (Darth Maul)! He's a really amazing guy, and he loves to chat! I was most pleased when I got to talk to him. Thank you *Star Wars*! Slavic Rogozine, Toronto, Ontario, Canada

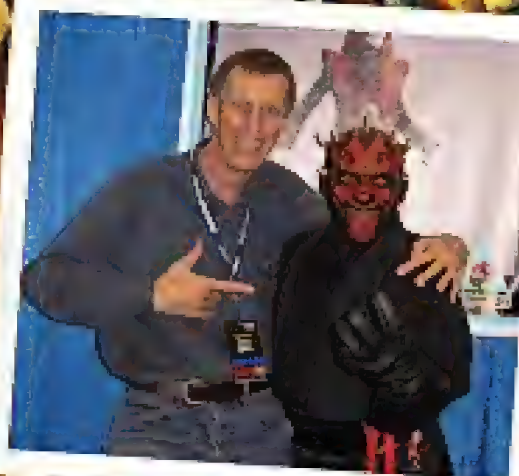
CAPTAINS COURAGEOUS!

My name is Brian Rehka of Pinellas Park, Florida, and this picture is of Jay Laga'aia (Captain Typho) and myself - him sporting his armor for the first time as an honorary active member of the Florida Garrison of the 501st Legion, and each of us sporting one of my two "Trooper of the Year" medals, awarded to me by my fellow members of the Tampa Bay squad of the garrison. Jay was a great guy - really personable and genuine. Thank you Jay, and my fellow Tampa Bay squad members. Brian Rehka, Pinellas Park, Florida



UTAPAU WOW!

On the last day of Celebration IV, I was walking around in my Darth Maul costume by the autograph section when from his table I heard Mr. Bruce Spence (Tion Medon) say to me "Darth Maul, may I take a photo with you?" I replied: "Are you asking me? You don't have to—take all the photos you want!" For me, it was a huge honor to be photographed with this great actor. He said "Your costume looks great," and I said, "Thank you, and you are very tall!" Javier Bonet, Puerto Rico



R2-D2 IT IS YOU, IT IS YOU!

Back in September 1999, there was a convention here in Berlin, Germany. I had the good fortune to meet R2-D2 in person, Mr. Kenny Baker. He was a real gentleman, and very cool. We took this picture together and I was the happiest man on earth. It was the summer of 1999 when we celebrated the release of *Star Wars: Episode I - The Phantom Menace* after the long wait. I watched the movie three times in New York and seven times in my hometown of Berlin, but meeting Kenny Baker was still the highlight of that *Star Wars* year. Frank Skorko, Berlin, Germany



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RED FIVE

MARK KERMODE'S MOVIES THAT HERALDED *STAR WARS*



The U.K.'s most popular film critic, whose groundbreaking documentaries on films include *Blade Runner*, *The Exorcist*, and *The French Connection*, chooses some legendary sci-fi movies that heralded the arrival of *Star Wars* in 1977.



1

2001: A SPACE ODYSSEY (1968)

"*Star Wars* brought the [science fiction] genre back to *Buck Rogers* and, after that, it all went back to recapturing the spirit of the old serials with lots of explosions and ray guns. I can understand why a whole generation fell in love with *Star Wars* because, before that, sci-fi was a bit more serious-minded and *2001* is representative of that. Plus, of course, it has excellent special effects which I still think look good today. There is no doubt that *2001* was an inspiration for *Star Wars*."

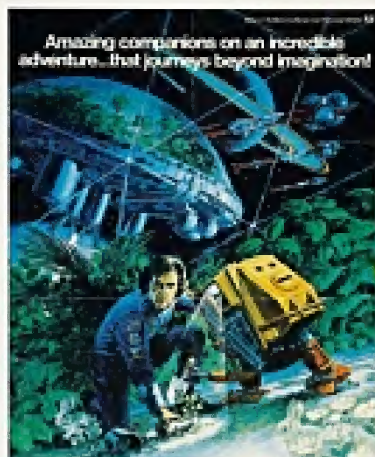
2

BENEATH THE PLANET OF THE APES (1970)

"I adore the *Planet of the Apes* movies. Before *Star Wars*, this was probably the most recognizable sci-fi film franchise. The one I always loved, which most people actually dismiss, is *Beneath the Planet of the Apes*—which is the first of four sequels to the original movie. This is the one where the humans go venturing into the forbidden zone and it climaxes with the end of the world. Now who could ever have expected that? There are mutant humans living underground in this movie and they worship an un-detonated bomb. I like nihilistic dystopian movies, and this definitely deserves that description. I tell people that everything I learned about politics I got from seeing *Beneath the Planet of the Apes* as a little boy."



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"silent running"

Bruce Dern • Cliff Potts • Ron Rifkin • Jesse Vint



SILENT RUNNING (1972)

"*Silent Running* continues to influence science fiction cinema to this day. The drones—which is the name given to the robots in *Silent Running*—clearly inspired *WALL-E*. In fact, the whole opening section of *WALL-E* seems to be a big homage to *Silent Running*. The thing I love most about the drones is that they look like walking dustbins but they are clearly intelligent—they can cheat at cards, for example. They have no facial expression but are very expressive. They really broke new ground. I think Artoo-Detoo maybe came from the drones as well. They are fantastic characters. *Silent Running* is a further push forward in terms of special effects and it is probably the warm-up for *Star Wars*—some of the people who worked on it went on to Lucasfilm."



SOLARIS (1972)

"This is a film that will probably play to an older audience than *Star Wars*: It is a Russian production and it goes on for quite a long time—over two and a half hours. I guess some people might see it as ponderous and pretentious but, for me, it is a deep, meaningful, wonderful science fiction film about human beings coming in contact with alien life. However, my ultimate guilty pleasure is the English-language remake that came out in 2002, which starred George Clooney. It runs for about half the length of the original but it does everything the Russian film did just as well—and in far less time."



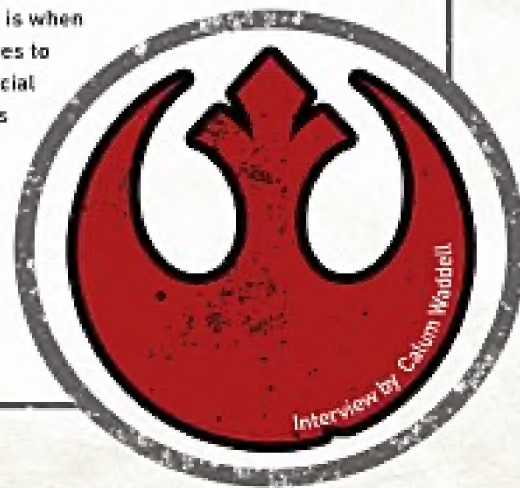
Rollerball (1975)



IN THE NOT TOO Distant FUTURE
WAR WILL NO LONGER EXIST
BUT THERE WILL BE ROLLERBALL

JAMES CAAN
NORMAN JEANSEN
JOHN HUSSEMAN
RALPH RICHARDSON
VIGOR HARRISON
PATRICK DEMPSEY
NORMAN JEANSEN

"Again, this is one of those sci-fi films that showed the future as being really dystopian—which I think *Star Wars* changed. *Rollerball* has a great idea behind it. Basically, it goes like this: In the not-too-distant-future, wars will no longer exist, but people have returned to gladiatorial sports for their entertainment 'fix.' One of the best things in it is when the main character, played by James Caan, goes to a library to take out books and he needs a special permit to do that. It is very 1984—everything is totally controlled by the State. We also learn how a dystopian government might utilize blackmail and control to get what they want—like when James Caan's wife is kidnapped and she will only be released if he agrees to play in a game of rollerball. I think it is still a very powerful film."



Interview by Calum Waddell

THE SAGA CONTINUES....

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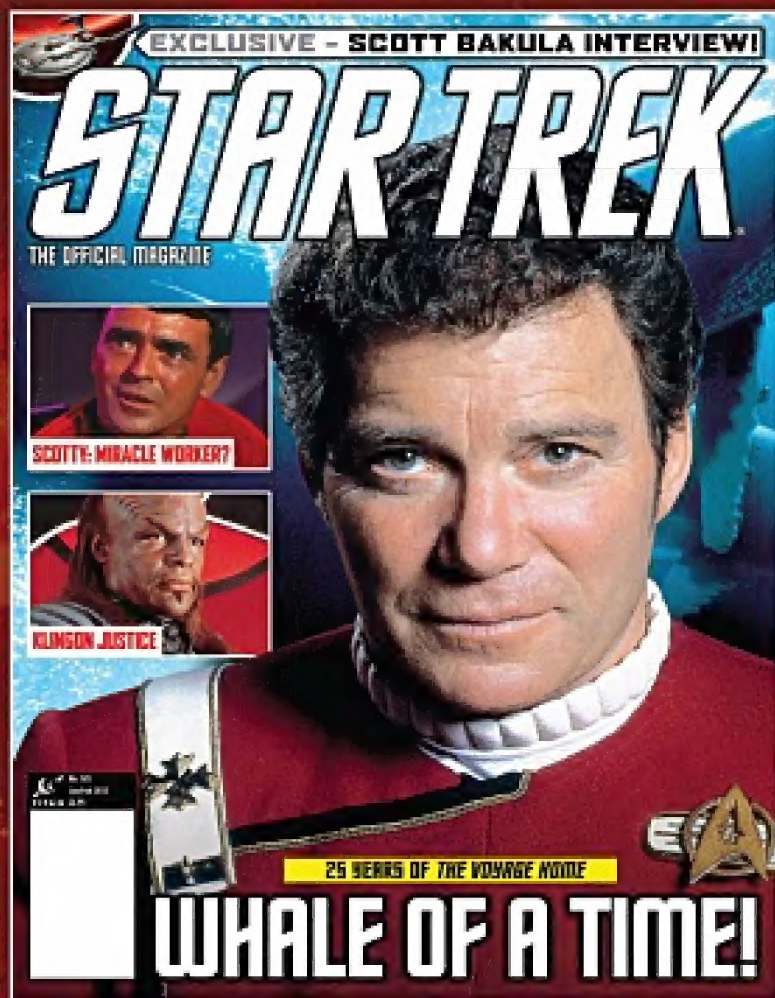
5 FACTS, 1 FAKE ANSWER

The fake fact is number 5. Carrie Fisher did appear in a music video shortly after the release of *A New Hope*, but it was for Beatles drummer Ringo Starr's hit, *For You*, in 1970.



STAR TREK

THE OFFICIAL MAGAZINE



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We celebrate the Silver Anniversary of *Star Trek IV* with an eye witness account from the filming

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We examine the legal systems of the Federation, its allies and enemies

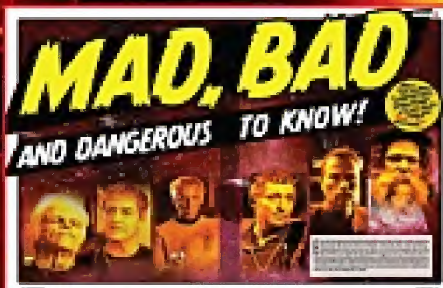
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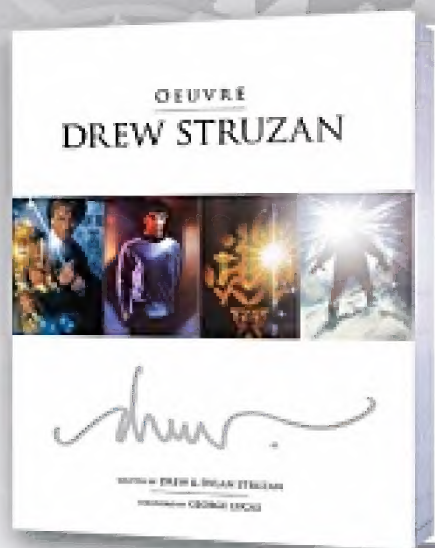
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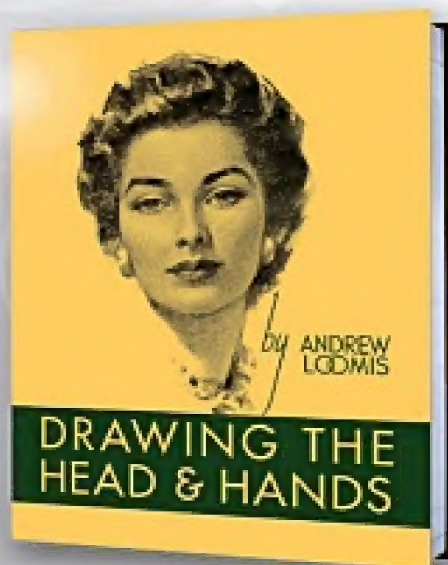


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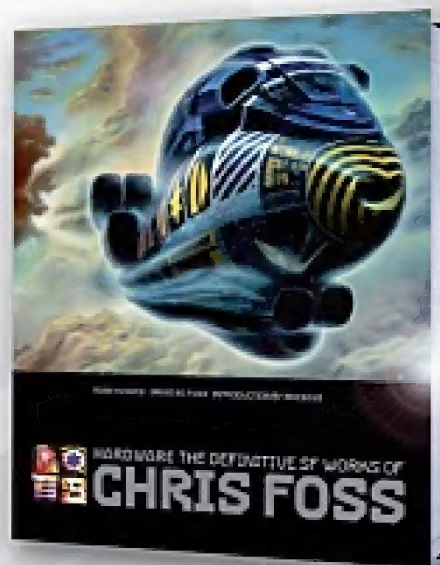


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